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## Chapter I UPRISING

It is a time of chaos. In the months following Emperor Palpatine's death, Imperial Governor Adelhard has forged an IRON BLOCKADE around the Anoat sector, preventing its planets from learning of the Emperor's fall.

Petty criminals thrive in the shadows of the blockade. On the impoverished mining planet BURNIN KONN the people turn to local crime bosses for the goods they need to survive.

Evading the vicious Imperial forces, a young SMUGGLER carries a dangerous but highly profitable shipment of explosive crystals for the gangster HAPPY DAPP....

---

*[Imperial Star Destroyer over Burnin Konn. Three TIE Fighters fly past. Cut down to planet's surface. The three TIE Fighters fly over a marketplace.]*

**Imperial Security Officer**

*[Enters from lift.]*

*[Into comm.]* Sergeant? Give me five minutes then send in your cleanup team.

Nobody move! This is a contraband sweep.

**Shortpaw**

But my shop—

**Imperial Security Officer**

—will be fine if you cooperate. No one's interested in your garbage.

*[To SMUGGLER.]* You! Get over with this...thing.

We have reports of someone smuggling synthetic kyber crystals. Dangerous. Unstable. Worst of all, illegal.

**SMUGGLER**

Right. So about the stupidest thing anyone could lug around.

**Shortpaw**

Perhaps we should be silent?

**SMUGGLER**

You think someone is carrying around explosive kyber crystals? In their pockets? How idiotic do you think we are?

**Imperial Security Officer**

Desperation bolsters stupidity.

**SMUGGLER**

Guess he's right.

*[Shoots Imperial Security Officer.]*

**Shortpaw**

What are you doing?

**SMUGGLER**

Making a bad choice worse. Don't worry, he's just stunned.

*[Into comm.]* Riley? You on the comm? I've got about ten seconds before a whole security team shows...

**Riley**

*[On SMUGGLER's comm.]* Mine shaft, real close. Tell me you delivered the crystals.

**SMUGGLER**

*[Into comm.]* Ask me later.

*[Enters mine shaft and exits on other side.]*

**Riley**

*[On SMUGGLER's comm.]* There's another way out, but the Imps will be close behind.

**SMUGGLER**

*[Into comm.]* I know. I've got a plan. About those kyber crystals?

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER. Dear [brother/sister]. Don't even say it.

You'll be lucky if the whole place doesn't collapse. Not to mention the credits we'd owe Happy—

**SMUGGLER**

*[Into comm.]* Wish me luck.

*[Places explosive kyber crystals in mine shaft. SMUGGLER rolls away. Kyber crystals explode and mine shaft collapses. SMUGGLER gets knocked to the ground.]*

*[Into comm.]* Still alive.

**Riley**

*[On SMUGGLER's comm.]* Just long enough for Happy Dapp to spoon our eyes out.

**SMUGGLER**

[*Into comm.*] I took the job. I will figure it out.

**Riley**

[*On SMUGGLER's comm.*] Blast it—fine. Let's get you out, celebrate surviving later.

Keep watch for security droids—they're set to target claim jumpers.

**SMUGGLER**

[*Into comm.*] See? Why worry about Happy when I've got enemies right here?

[*SMUGGLER progresses, battling Security Droids along the way.*]

[*Into comm.*] Hey, Riley? Where'd you find this gun?

**Riley**

[*On SMUGGLER's comm.*] Bought it legal. It's a rat-stunner—nonlethal until you wire a full power pack in, and then it gets nasty.

**SMUGGLER**

[*Into comm.*] By “nasty,” you mean, “gets really hot and doesn't kill droids”?

**Riley**

[*On SMUGGLER's comm.*] Whiner. There'll be storage somewhere higher up—look around for a security crate.

**SMUGGLER**

[*Enters lift to upper level.*]

[*Into comm.*] All right. Found something...but it's in some kind of case.

**Riley**

[*On SMUGGLER's comm.*] Well, you can't open it there. You'll just have to wait. Use your hold-out blaster if you have to, but remember it's got a limited charge.

We'll get you out of there. I promise.

**Tryken**

[*Enters from lift.*] SMUGGLER. Huh. You skipped out on the delivery.

**SMUGGLER**

The market was being raided. I assume you saw, since you came here to find me...

**Tryken**

Yes. You ran. Hand over the crystals.

**Riley**

[*On SMUGGLER's comm.*] Shoot him.

**SMUGGLER**

Tryken, I don't have the crystals. They got blown in the fight. I'll get Happy his money back and we'll work something out.

**Tryken**

Heard your daddy died in these mines. Now you do, too.

**Riley**

[*On SMUGGLER's comm.*] Shoot him!

**SMUGGLER**

Stacking up bodies won't solve this.

**Tryken**

For you? No. For me? It makes nothing worse.

[*SMUGGLER defeats Tryken.*]

**Riley**

[*On SMUGGLER's comm.*] Don't feel bad. He gave you no choice. Now get out of there before Happy hears about this!

**"Happy" Dapp**

[*Enters lift behind SMUGGLER.*] SMUGGLER. SMUGGLER...why'd you have to do that to Tryken?

**SMUGGLER**

Hey, Happy.

**Riley**

[*On SMUGGLER's comm.*] Blast.

**"Happy" Dapp**

Let's tally it up, huh? First, I pay you half in advance for delivery. Think to myself, "Happy, buddy, you done a kind thing."

Second, there's the credits I spent on those crystals. The ones that are sparkly, adorable little particles now.

**SMUGGLER**

No one's arguing what happened. I messed up a job. Hurts my rep as bad as yours.



**“Happy” Dapp**

Third, you lay out Tryken. I can drag him to a doc or leave him here in the dirt, but either way I’m out a bodyguard for now.

**SMUGGLER**

Let me work off my debt. Tryken’s left you shorthanded.

**Riley**

[*On SMUGGLER’s comm.*] Don’t do this for us. Sure, he’s connected, but he’s a lunatic—

**Tryken**

Your sister come with the deal? Legs or no, she’s got a mean streak my best boys can’t match.

**SMUGGLER**

[*Into comm.*] Riley?

**Riley**

[*On SMUGGLER’s comm.*] All right. We get in, we make cash, we show Happy’s backers they’re better off with us than him. When the moment comes...

**SMUGGLER**

She’s looking forward to it. Always admired your panache.

**“Happy” Dapp**

In that case...huh. Okay. Swing by the cantina later and we’ll talk.

**Riley**

[*On SMUGGLER’s comm.*] Nothing like betting all we’ve got, huh?

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**Riley**

So Happy...you ever do business with the Trade Spine League?

**“Happy” Dapp**

Nosy, aren’t you?

**SMUGGLER**

She does it to me, too.

**“Happy” Dapp**

SMUGGLER! Glad you could make it. You remember Tryken...

**SMUGGLER**

Looking good. Blaster burns healing right?

**Tryken**

Hrrm.

**“Happy” Dapp**

Be respectful. You got lucky, but Tryken was a pro in his day.

Tryken, show the kid a trick. We need to keep her alive.

*[SMUGGLER learns a Bodyguard skill from Tryken.]*

Okay, everybody friends now?

Anyway, this sector blockade—it’s made moving goods a real pain. Even getting off Burnin Konn means more authorization checks than it used to.

Friends of mine had some ships shot down of late, so you’re on salvage duty. Well...bit of salvage, bit of repossession.

**SMUGGLER**

These friends of yours we’re helping...they Trade League smugglers?

**“Happy” Dapp**

Don’t you start. Leave the prying to your kin.

See, those ships carried some nice cargo. Mostly ore hijacked from the mines with some hot tech for flavor.

More than one gang decided to do some salvaging themselves...

**SMUGGLER**

So I’m getting the merchandise back. Happy, it’s almost like you think I’m some kind of thug.

**“Happy” Dapp**

You rather wash my dishes, fold my clothes? My droid’s been talking back lately.

**SMUGGLER**

Nah. Just tell me who we’re after. We’ll work something out...

---

ALWAYS PAY YOUR DEBTS	
BURNIN KONN	MISSION DESCRIPTION
	You have agreed to work off your debt to Happy Dapp by working jobs for him at his request. Afterwards, he told you about ships belonging to his associates that have been shot down as they tried to leave Burnin Konn. He wants you to help salvage those ships.
Story Mission	Level 2

[Later, somewhere on Burnin Konn.]

**“Happy” Dapp**

[On SMUGGLER’s comm.] Good ship “Mother of Pearl” got shot down in Brother Claw’s territory. You know his gang?

**SMUGGLER**

[Into comm.] Sure. Kidnappers and gut-cutters. High-class, legitimate sorts.

**“Happy” Dapp**

[On SMUGGLER’s comm.] Heh. No problem taking back what they stole, then?

**SMUGGLER**

[Into comm.] I take a job, I see it through. Plus, you’ll shoot me and Riley if I don’t.

**“Happy” Dapp**

[On SMUGGLER’s comm.] That’s the spirit, SMUGGLER. Go get ‘em.

[SMUGGLER progresses, battling Brother Claw Thugs and Brother Claw Hoodlums. SMUGGLER locates the wreckage of the “Mother of Pearl.”]

**Riley**

[On SMUGGLER’s comm.] That cargo you salvaged...any chance it’s enough to buy our way offworld?

**SMUGGLER**

[Into comm.] Only if we fly strapped to the landing gear.

**Riley**

[On SMUGGLER’s comm.] Had to ask. Guess we stay close to Happy, then.

If he is working with the Trade Spine smugglers—and I’d bet money on it—we need an in with them before Happy snaps.

[Later, at the Carbon Score Cantina on Burnin Konn.]

**“Happy” Dapp**

You’re going to make folks real glad, we get this cargo back. Ain’t that why you got into this business?

**SMUGGLER**

You know me, Happy. I’m all about making friends.

**Tryken**

You shot me.

**SMUGGLER**

Didn’t kill you, though. So who do we hit next?

---

SALVAGE OF THE CRUEL MISTRESS	
BURNIN KONN	MISSION DESCRIPTION
Story Mission Level 3	Happy Dapp has another salvage job for you as part of your agreement to work off your debt to him.

---

[Later, somewhere on Burnin Konn.]

**Riley**

[On SMUGGLER’s comm.] Happy says you’re here for the cargo of the “Cruel Mistress.” South Sector Sinners grabbed everything from the wreck.

I ran with the Southies a month or two. You were pretty young. Shoot Khalu for me if you see him, will you?

**SMUGGLER**

[Into comm.] I ever mention I’m glad we’re on the same side?

[SMUGGLER progresses, battling South Sector Thugs and South Sector Hoodlums. SMUGGLER encounters and defeats Khalu. SMUGGLER locates the wreckage of the “Cruel Mistress.”]

SMUGGLER to Happy. Got what we came for.

**“Happy” Dapp**

[On SMUGGLER’s comm.] SMUGGLER...you know, I figured you’d have run off by now. Maybe this will work out.

I'd say you're, oh...maybe a whole five percent through paying back what you owe me.

**SMUGGLER**

[*Into comm.*] Make it six, and I'll spring for drinks back home.

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**"Happy" Dapp**

One more ship and we'll have this mess just about cleaned up. Tryken says you've even learned something.

**Tryken**

Still a runt, though.

FINDING THE SPACE MANTA	
BURNIN KONN	MISSION DESCRIPTION
<p><b>Story Mission</b></p> <p><b>Level 4</b></p>	Happy is pleased with the outcome of your last two salvage jobs, and he has another lined up for you to tackle.

[*Later, somewhere on Burnin Konn.*]

**Riley**

[*On SMUGGLER's comm.*] This time you're recovering salvage from the "Space Manta." These were definitely all Trade League vessels. Smuggling ships.

**SMUGGLER**

[*Into comm.*] Meaning we might win friends for getting the cargo back...if Happy bothers to give us credit.

**Riley**

[*On SMUGGLER's comm.*] If we start a few rumors, I've got some ideas. You just worry about surviving.

You're doing good, SMUGGLER, but I used to be better. Look what happened to me.

[*SMUGGLER progresses, battling Red Dwarf Thugs and Red Dwarf Hoodlums. SMUGGLER locates the wreckage of the "Space Manta."*]

**Tryken**

[*On SMUGGLER's comm.*] You got the cargo?

**SMUGGLER**

[*Into comm.*] Everything that was left. Let Happy know —

**Tryken**

[*On SMUGGLER's comm.*] Happy's got a job for you that can't wait. Get back here. Now.

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**“Happy” Dapp**

Hey, SMUGGLER. Give me a minute, will you? We've got a situation on our hands.

**Riley**

If we have some time, an old contact of mine is in town. Worth a meet before you do anything else.

He deals in “fine goods” and he owes me big, so expect to get something nice.

---

[*Later, at Brask's supply cranes.*]

**Brask**

Hmm. You are a small creature. But your sister says to trust you. I trade basic stock, necessities, for Requisition Scrip.

But for Chromium? I have special items, hard to procure. Best in entire sector. For what your sister did, I give...gift. After, nothing comes free.

[*SMUGGLER receives gift from Brask.*]

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**“Happy” Dapp**

All right. Friends just tried slipping a ship off Burnin Konn. Empire shot it down.

Bad news is, the wreckage's been cordoned off by the Empire.

**Riley**

Imperials? You decide to kill SMUGGLER already?

**“Happy” Dapp**

Sweetheart, you'll know when I decide to off you. I've got a plan.

**SMUGGLER**

It's fine, Riley. I got some new gear from your friend.

What do you say, Tryken? Am I up for it?

**Tryken**

Hrm. We shall see.

PROFITABLE RECOVERY	
MISSION DESCRIPTION	
<p><b>BURNIN KONN</b></p> <p>Story Mission Level 5</p>	<p>A cargo filled ship belonging to a friend of Happy Dapp's was shot down by the Empire. Happy wants you to find the front of the ship and keep the Imperials busy while his droids sneak the salvage out the back.</p>

[Later, somewhere on Burnin Konn.]

**“Happy” Dapp**

[On SMUGGLER's comm.] Now don't you worry. All you got to do is find the front of the crash, distract the Imps and keep them busy.

My droids will sneak in the back and lug it all home. Ideally neither you nor the Imps will see them at all.

**SMUGGLER**

[Into comm.] Sounds like—

**Governor Adelhard**

[Picked up on SMUGGLER's comm.] My brave citizens. While we are protected from Rebel terrorists by the Iron Blockade, the rest of the Empire is not so fortunate.

Yet Emperor Palpatine, unscathed by the assassination attempt aboard his new battle station, continues his march toward total victory.

So long as the Rebel threat endures, so will the blockade. But I believe the end will come—

**SMUGGLER**

[Into comm.] Happy? Don't know if you can hear me, but all the comm channels are flooded with propaganda.

Let's hope the Imperials are distracted by the show.

*[SMUGGLER progresses, battling Infantry Cadets, Officer Cadets, and Riot Cadets.]*

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* SMUGGLER! Sorry we got cut off earlier...you are something special!

**SMUGGLER**

*[Into comm.]* That means your droids picked up the cargo?

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* It most certainly does. Get on back here. We’ve got a lot to talk about.

---

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**“Happy” Dapp**

SMUGGLER, SMUGGLER, SMUGGLER. My favorite new employee!

**SMUGGLER**

No love for my big sister?

**“Happy” Dapp**

Caught her stroking a knife and eyeing my throat. Docked her a point for that.

But you? The Trade League was ready to write that whole ship off as a loss. You saved us a bundle.

**Riley**

Which means our debt—

**“Happy” Dapp**

—ain’t as large as it used to be. But that’s not the only way I can show my appreciation.

Tryken here? He’s working for you now.

**Tryken**

You seem...less fickle than Happy. And you do have talent.

**SMUGGLER**

That’s...certainly something. Riley, do we have something for Tryken to do?

**Riley**

I’m way ahead of it.

*[SMUGGLER sends Tryken on a Crew Run.]*



**“Happy” Dapp**

Everyone happy? You could be something special, you know. The Trade League needs troubleshooters more than pilots right now.

We’re going to get you prepped. We’ve got plans for this blockade. Welcome to the big time.

**SMUGGLER**

Well thanks, Happy. But I have to say—

**“Happy” Dapp**

Nah, don’t thank me. Take some time, we’ll meet at Shortpaw’s place at the Longstar Market soon. Make some introductions.

[ “Happy” Dapp leaves.]

**Riley**

The Trade League “has plans,” huh? Crazy sleazebag might put us right where we want.

**SMUGGLER**

I’m almost starting to like the guy.

**Riley**

Just don’t cry on my shoulder when we put the mad dog down.

We’ve got time before you need to meet at Shortpaw’s. I’ll find you a way to raise some credits.

---

DAILY CREDITS MISSION: BURNIN KONN	
BURNIN KONN	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 5</b>	You have some time before you need to meet with Shortpaw. Use your Map to complete the Daily Credits Mission on Burnin Konn to earn some extra credits.

---

*[Later, somewhere on Burnin Konn. SMUGGLER progresses and battles Armed Thugs and Street Thugs for credits.]*

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**SMUGGLER**

Shortpaw...my best junk dealer. Sorry about the mess with the Imps.

**Shortpaw**

No, no, it all turned out fine—they chased you, left my nice little shop alone. How can I help today?

**SMUGGLER**

I'm looking for Happy Dapp. Four limbs, ugly, talks like a farmer with his head on fire?

**Shortpaw**

Oh, Happy won't be meeting you.

**SMUGGLER**

Yeah? He dead in a ditch or just sleeping one off?

**Leeka Pali**

Had other business. You want to work with the Trade League, you talk to Shortpaw. Better yet, you talk to me and let Shortpaw play mastermind.

**Shortpaw**

Please, Leeka, you'll spoil my fun.

**SMUGGLER**

Well, now. Maybe we should start over. I'm SMUGGLER. And you are...

**Shortpaw**

...still Shortpaw, a junk dealer at heart. But to keep my mind sharp, I keep my paws in other markets.

My associates here—Leeka, Ndaya, Onn Iria—advise my operation. People like Happy and yourself make my little business stronger.

**SMUGGLER**

Flatterer. So how are we making your business stronger today?

**Leeka Pali**

The Iron Blockade. We've never had more demand for smuggled goods, but we also haven't gotten a shipment through in weeks.

**Shortpaw**

With your help, we hope to change that. A very special ship will be arriving in the sector soon. Its destination is the Mataou system.

**SMUGGLER**

Mataou...one of the old Hutt jewel worlds, right? Mostly abandoned. Might be a weak point in the blockade...

**Shortpaw**

Precisely. We need to probe the Imperial sensor network from the surface. Find a vulnerability.

**Leeka Pali**

There's plenty of old Hutt equipment that'll work. Problem is, those abandoned systems are covered with abandoned security droids.

**SMUGGLER**

Me and security droids are old friends. Not sure how I'm getting to Mataou, though.

**Leeka Pali**

This is why I prefer to recruit pilots. With ships.

**Shortpaw**

We can arrange a temporary captaincy. One of the hazmat scows would be unobtrusive.

**SMUGGLER**

A ride's a ride. I'll probe the blockade for you—just get ready to breach it.

**Shortpaw**

Oh, that will require one final bit of chicanery. But first things first...

PROBING THE SENSOR NETWORK	
<p><b>MATAOU</b></p> <p>Story Mission Level 6</p>	MISSION DESCRIPTION
	<p>After pleasing Happy Dapp with your work on the salvage missions, he arranged a formal meeting with the leader of the Trade Spine League, Shortpaw. The Chadra-Fan explained of a ship heading to the Mataou system, and he wants you to be on Mataou's surface before the ship gets there. Using some still-functional ancient Hutt equipment from the surface, Shortpaw asks that you probe the Imperial sensor networks for vulnerabilities before the ship arrives.</p>

*[Later, at the Gnuda Kajidic ancestral estate on Mataou.]*

**Riley**

*[On SMUGGLER's comm.]* So we're really getting a ship through the Iron Blockade. About time—all the other gangs will be jealous.

**SMUGGLER**

[*Into comm.*] Assuming I get the scanners here up and running, sure. Place smells like dried-up slugs.

**Riley**

[*On SMUGGLER's comm.*] What do you expect? You're standing on a Hutt graveyard.

Just don't forget: You make Shortpaw content, we can play him against Happy. You make him mad...

**SMUGGLER**

[*Into comm.*] Tell you what: You worry about gang politics, I'll try not to get shot.

[*SMUGGLER progresses, battling Hutt Security Droids, and Ancient Security Droids. SMUGGLER reaches the scanner.*]

Shortpaw? Those scanning systems should be online.

**Leeka Pali**

[*On SMUGGLER's comm.*] Shortpaw is busy. But I'll let him know. Not enough data to get a solid read on the Iron Blockade yet.

**SMUGGLER**

[*Into comm.*] I figured. See you back on world. Soon as you figure the next site, I'll head back out.

---

[*Later, at the Longstar Marketplace on Burnin Konn.*]

**Shortpaw**

Not a scratch on my new troubleshooter! I'm very pleased, SMUGGLER. Have you traveled off world often?

**SMUGGLER**

A few times, when we were younger. Never anywhere nice as Mataou, though.

**Shortpaw**

You tease me, SMUGGLER. But spend enough time with the Trade League, and you will see wonders.

**Leeka Pali**

We have another possible scanning station location. Head back to Mataou as soon as you can.

---

THE SECOND SCANNER	
MATAOU	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 7</b>	You successfully reactivated the first scanner of the Hutt scanning network at the Gnuda Kajidic ancestral estate. Now you need to make your way to reactivate the second.

---

*[Later, somewhere on Mataou.]*

**SMUGGLER**

*[Into comm.]* Why'd the Hutts abandon their settlements here, anyway?

**Riley**

*[On SMUGGLER's comm.]* What am I, a droid?

**SMUGGLER**

*[Into comm.]* Come on, guess. Change in climate? Noisy neighbors?

**Riley**

*[On SMUGGLER's comm.]* Probably the giant snake monsters.

**SMUGGLER**

*[Into comm.]* The what?

**Riley**

*[On SMUGGLER's comm.]* You don't even—ah, forget it. You'll find out.

*[SMUGGLER progresses, battling Hutt Security Droids, Ancient Security Droids, and a Ro Hypa. SMUGGLER reaches the scanner.]*

**SMUGGLER**

*[Into comm.]* Another scanning station is online. Riley, you receiving?

**Riley**

*[On SMUGGLER's comm.]* Got it. Readings incoming on the Iron Blockade...If we weren't eligible for an Imperial death mark before, we certainly are now.

**SMUGGLER**

*[Into comm.]* Dad would be proud. Or terrified.

---

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**SMUGGLER**

That map of the Iron Blockade coming together?

**Leeka Pali**

We've spotted a few possible gaps in the Imperial sensor net. If we're lucky, our ship can squeeze through one. Still need more data.

**SMUGGLER**

What's on that ship, anyway? Whatever you're bringing into the sector—

**Shortpaw**

—is quite worth it, I assure you. For now, you have more scans to obtain.

---

ESTABLISHING THE THIRD SCANNER	
<div>MATAOU</div> <div>Story Mission</div> <div>Level 8</div>	MISSION DESCRIPTION
	You successfully reactivated the second of the four scanners of the Hutt scanning network on Mataou. You need to set up two more before the Trade Spine League has all the data they need to determine the vulnerabilities in the Imperial network.

---

*[Later, somewhere on Mataou.]*

**“Happy” Dapp**

*[On SMUGGLER's comm.]* SMUGGLER! How's Shortpaw's little task going?

**SMUGGLER**

*[Into comm.]* Been a while, Happy. Still trying to get this Hutt equipment online. Come on down, we'll learn to tan reptile hide together.

**“Happy” Dapp**

*[On SMUGGLER's comm.]* Afraid I got my own business to take care of. You keep doing what you're doing—just don't go native down there.

*[SMUGGLER progresses, battling Hutt Security Droids, Ancient Security Droids, and a Ro Hypa. SMUGGLER reaches the scanner.]*

**SMUGGLER**

*[Into comm.]* One more down. Ran into some ugly out here.

**Riley**

[*On SMUGGLER's comm.*] You want to be part of the Trade League? You can handle “ugly.”

[*Later, at the Longstar Marketplace on Mataou.*]

**Shortpaw**

One more scan should give us full coverage. We will know exactly where to breach the Imperial Blockade!

**Leeka Pali**

I'll start prepping. SMUGGLER, we're going to need you for one more part of this plan.

**SMUGGLER**

You do right by me, I'll do right by you. We'll talk when I'm back.

FOURTH AND FINAL SCANNER	
MISSION DESCRIPTION	
<p><b>MATAOU</b></p> <p><b>Story Mission</b> <b>Level 9</b></p>	<p>You successfully reactivated three of the four scanners on Mataou. Once you have the fourth one reactivated, the Trade Spine League will be able to scan the Imperial sensor network for vulnerabilities.</p>

[*Later, somewhere on Mataou.*]

**SMUGGLER**

[*Into comm.*] So the Hutts who left this planet—that was a long time ago, right? Are there any still in the sector?

**Riley**

[*On SMUGGLER's comm.*] There's got to be a few, but they're real quiet. Word is you're not supposed to ask.

**SMUGGLER**

[*Into comm.*] Meaning what?

**Riley**

[*On SMUGGLER's comm.*] Meaning if there are any left? Pray they don't find out what we've done to their old home.

*[SMUGGLER progresses, battling Hutt Security Droids, Ancient Security Droids, and a Ro Hypa. SMUGGLER encounters and defeats Grancha, a Hutt Guard Droid. SMUGGLER reaches the scanner.]*

Last scanners are online. If this doesn't give you knowledge of the Iron Blockade, I don't know what will.

**Leeka Pali**

*[On SMUGGLER's comm.]* We're set here, SMUGGLER. Come on home. It's time to do some real work.

---

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**Shortpaw**

Oh, this will be wonderful. Wonderful!

**SMUGGLER**

You ready to bring that ship of yours past the blockade?

**Leeka Pali**

Mostly. But we need a distraction on the ground of Mataou. Something big and bright and mean.

**Shortpaw**

There's a small Imperial garrison occupying the palace grounds of the late Yantuh the Hutt. Oh, how a strike there would draw eyes...

**SMUGGLER**

Eyes, sure. Also a lot of blaster fire.

**Leeka Pali**

Just get in and out. Happy will be there, too, at the other side of the complex.

**SMUGGLER**

Well, then. So long as we're going down together.

---



STIRRING UP THE IMPERIAL NEST	
<p>MATAOU</p> <p>Story Mission</p> <p>Level 10</p>	MISSION DESCRIPTION
	<p>After successfully reactivating the Hutt scanning network, the Trade Spine League located a vulnerability in the Imperial sensor network, which will allow the League to sneak a valuable vessel into the sector. Shortpaw asked you to create a diversion at the Imperial garrison on Mataou so the ship can enter the system without being noticed.</p>

*[Later, at the Imperial garrison at the palace grounds of the late Yantuh the Hutt on Mataou.]*

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* You ready to go, SMUGGLER? It’s about to get real noisy!

**SMUGGLER**

*[Into comm.]* How about a bit of action? Bet I can take down more Imps than you.

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* You’re on kid. One question, though:

Shortpaw tell you anything about the shipment coming in? What’s on that ship we’re getting through the Iron Blockade?

**SMUGGLER**

*[Into comm.]* Not a clue. You?

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* Not a clue. One more reason to get out of here alive, huh?

*[SMUGGLER progresses, battling Infantry Cadets, Officer Cadets, Riot Cadets. SMUGGLER encounters and defeats Sergeant Hyllis, a stormtrooper sergeant.]*

**Leeka Pali**

*[On SMUGGLER’s comm.]* SMUGGLER? Happy? The ship’s safe—the first shipment from outside the sector in weeks is homebound.

Meet us back at the market. And run—because the Empire’s sending troops your way.

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**Shortpaw**

I confess, SMUGGLER—I’ve watched you and your sister scurrying about this planet many years. “The older one, Riley, is most dangerous,” I thought, “but the younger...”

Well, I admit I was wrong. It seems Happy has an eye for talent.

**Leeka Pali**

He means you did good down there.

**SMUGGLER**

Ship made it in, then? Cargo intact?

**Shortpaw**

Oh, yes. You’ll get a cut of the profits. You have much to learn, but I do think the Trade League has a—

**SMUGGLER**

Profits from what, exactly?

**Leeka Pali**

Learn to take a gentle hint, SMUGGLER. Even Happy doesn’t know all the league’s business.

**SMUGGLER**

Can’t blame me for trying. So if we got one ship through, does that mean we can get in more?

**Shortpaw**

We certainly intend to try. For now, however, there’s no rush. Happy will be in touch when we need you again.

**Leeka Pali**

Your sister said she had something going down at the spaceport. Watch you back, SMUGGLER—she’s a piece of work.

**SMUGGLER**

Aren’t we all?

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**SMUGGLER**

Don’t tell me, Riley: You fell for this guy while I was on Mataou, and now you want my blessing?

**Riley**

Like I have time for romance while I'm looking out for you.

**Nogba Quush**

She is, eh, "not my type," yes? I am Nogba Quush, of the Ivax Syndicate. Your sister speaks highly of you.

**SMUGGLER**

Ivax Syndicate. You run...what, gambling and vice?

**Riley**

Along with half the action in this sector. We're very grateful Nogba agreed to meet. Aren't we?

**SMUGGLER**

Sure? We're not exactly hurting for work, though...

**Nogba Quush**

My employers know of your affiliation with the Trade League and have no interest on interfering. We are only "pals," swapping favors.

**Gurnot**

He means I can't kill you.

**Nogba Quush**

Yes, Gurnot. That as well.

**SMUGGLER**

Uh-huh. So, Riley—

**Riley**

We need to think about our future. If we survive this business with Happy, your reputation's going to soar.

Which is great...but it also means a lot of old friends could come knocking. Nogba's going to stop that from happening.

**SMUGGLER**

And when you say "friends," you mean friends like the Nexu Claws...

**Riley**

...or Roonlo the Stalker. Yeah.

**SMUGGLER**

I thought we ended things with Roonlo on good terms?

**Riley**

He hates my guts. Sends me muckrat skulls once a month.

**Nogba Quush**

The syndicate also has “friends.” Men who fail at their jobs. Men who talk too loudly. We will clean our houses together.

**SMUGGLER**

Meaning what?

**Nogba Quush**

We find your targets. Supply training and transport. Protect you from repercussions.

**SMUGGLER**

Look, I’m not squeamish, but you sure we’re not creating more problems than we’re solving?

**Riley**

Yes. Trust me.

**Nogba Quush**

I promise—all will be fun. First we target one for me, then we target one for you. Starting with the assassin droid merchants, the Chromium Kings.

QUID PRO QUO	
BURNIN KONN	MISSION DESCRIPTION
	Your sister has become acquainted with Nogba Quush of the Ivax Syndicate. According to Nogba, the Syndicate has taken an interest in your recent activities and are impressed. Nogba offers to provide you with training, as well as transportation, if you agree to help them take care of some of their problems.
Story Mission	Level 11

[Later, somewhere on Burnin Konn.]

**Nogba Quush**

[On SMUGGLER’s comm.] You think of the Ivax Syndicate as old men running podracing and pazaak. Yes?

**SMUGGLER**

[Into comm.] Hate to say it, but I never took you for major players.

**Nogba Quush**

[*On SMUGGLER's comm.*] And that is how we like it. So you see how privacy is important for us.

The Chromium Kings sold us “specialized” protocol droids, then bragged about the sale.

**SMUGGLER**

[*Into comm.*] Then I guess I'll teach them to hold their tongues.

[*SMUGGLER progresses, battling Chromium King Thugs and Chromium King Hoodlums. SMUGGLER encounters and defeats Security Droids along with an MRK-3 Assassin Prototype droid. Meanwhile, Khundu observes the battle.*]

**Khundu**

My droids...my shiny droids!

**SMUGGLER**

Who's responsible for what just happened? Say it!

**Khundu**

The Ivax Syndicate.

**SMUGGLER**

Okay, we're—you're not getting this. I'm here because you talk too much. The syndicate wants privacy, not a reputation.

One more time...who's responsible for what just happened?

**Khundu**

I have no idea. None at all!

**SMUGGLER**

There you go. See you around.

---

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**Nogba Quush**

Now, we fulfill our part. Your sister asked us to find your Nexu Claws gang. We have done this.

**SMUGGLER**

They still angry over the incident with the speeders?

**Riley**

They've got an open bounty on you, so...yeah.

**Nogba Quush**

Do what you like with our information. I will look somewhere else.

PROBLEM WITH THE NEXU CLAWS	
<p><b>BURNIN KONN</b></p> <p>Story Mission</p> <p>Level 12</p>	MISSION DESCRIPTION
	<p>The gang known as the Nexu Claws has had a bounty out on you for some time. As part of your agreement with Nogba, because you helped him with the Chromium Kings, he is willing to help you with your Nexu Claws problem. Here is your opportunity to get the off your back for good.</p>

*[Later, somewhere on Burnin Konn.]*

**Riley**

*[On SMUGGLER's comm.]* Look, I know you don't like taking the offensive. But we've got too many enemies, and the Nexu Claws deserve worse than us.

Plus, if you can impress the Ivax Syndicate? That's a bonus. They're serious players.

**SMUGGLER**

*[Into comm.]* I get it. So the Nexu Claws...still into arms dealing and housing block shootouts?

**Riley**

*[On SMUGGLER's comm.]* Last I heard. Do enough damage today, they'll be too scared to bite tomorrow.

*[SMUGGLER progresses, battling Nexu Claws Thugs and Nexu Claws Hoodlums. SMUGGLER encounters Red Adder.]*

**Red Adder**

SMUGGLER. I should kill you and your sister—

**SMUGGLER**

Because trying worked real well for the rest of these guys, huh? I've got friends now. They got me here. They've got my back.

Now, your gang going to keep giving us problems?

**Red Adder**

All right. No more bounties on your head. Not from us, anyway.

[Later, at the Konn-Nevos Spaceport on Burnin Konn.]

**Nogba Quush**

Now you help us more, good friend SMUGGLER. The Starscorch robbery crew...you hear of them?

**Riley**

They blew up a warehouse last week with the workers still in it. Dumb and mean.

**Nogba Quush**

Too dumb for our needs. The crew plans another warehouse robbery. Much death to follow.

**SMUGGLER**

Didn't think the syndicate would worry too much about collateral damage.

**Nogba Quush**

Killing workers brings unwanted attention. The Starscorch crew must stop, and they are too greedy to listen.

**SMUGGLER**

Well, then. Let's go prevent a crime.

CONFRONTATION WITH THE STARSCORCH ROBBERS	
<b>BURNIN KONN</b>  <b>Story Mission</b> <b>Level 13</b>	MISSION DESCRIPTION
	In your quid-pro-quo relationship with the Ivax Syndicate, Nogba wants you to confront the Starscorch Robbers. This group once had an association with the Syndicate, but the thieves have been robbing warehouses, killing many innocent civilians in the process. The extreme violence draws more attention than the Syndicate wants, so Nogba wants you to stop the crew before they attack the next warehouse.

[Later, somewhere on Burnin Konn.]

**SMUGGLER**

[Into comm.] So Nogba—not that I mind, but why are you using a freelancer to clean up syndicate messes? Especially since you're big on privacy.

**Nogba Quush**

[*On SMUGGLER's comm.*] Your sister says you are loyal to your clients. We always need skill. Consider this a “trial run.”

More important, consider how you survive these robbers, eh? Ha!

[*SMUGGLER progresses, battling Starscorch Thugs and Starscorch Hoodlums.*]

**SMUGGLER**

[*Into comm.*] Well, I’m pretty sure these guys won’t be working for you anymore. Or anyone else.

**Nogba Quush**

[*On SMUGGLER's comm.*] They crossed a line. The syndicate takes care of its mistakes.

Sometimes taking care of mistakes can even be fun, eh?

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**Nogba Quush**

Now another for you. You wished access to...Roonlo the Stalker, yes?

**SMUGGLER**

He and Dad had issues. Before the mining accident—

**Nogba Quush**

Your quarrel is not my concern. He and his thieves are yours to handle as you please. But if you require suggestions...

**Riley**

We’ll be fine, Nogba. We’re pretty creative ourselves.

END OF MUCKRAT SKULLS	
BURNIN KONN	MISSION DESCRIPTION
	Roonlo the Stalker is someone who has a history of bad blood with your family. According to Riley, he harasses her by sending her a muckrat skull each month. Nogba gives you support and leave to deal with Roonlo and his group of thugs for past grievances with your sister and late father.
Story Mission	Level 14



*[Later, somewhere on Burnin Konn.]*

**SMUGGLER**

*[Into comm.]* All right, Riley. We really hitting Dad's old partner?

**Riley**

*[On SMUGGLER's comm.]* The sadistic miser? You have no idea how long ago we should've done this. Aside from sending monthly rat skulls, he's hired people to watch us.

**SMUGGLER**

*[Into comm.]* If I didn't know, it's because you didn't tell me. You sure he's a danger?

**Riley**

*[On SMUGGLER's comm.]* He's been toying with me for years. Likes watching us squirm. But if he thinks we're leaving the planet...

**SMUGGLER**

*[Into comm.]* He'll come after us for real. All right.

**Riley**

*[On SMUGGLER's comm.]* Just watch out for his legion of freaks.

*[SMUGGLER progresses, battling Roonlo's Thugs and Roonlo's Hoodlums. SMUGGLER encounters Roonlo the Stalker.]*

**Roonlo the Stalker**

SMUGGLER. I thought we ended things on good terms.

**SMUGGLER**

That's what I said. But Riley tells me you send her muckrat skulls.

**Roonlo the Stalker**

Those? Tokens of affection. Tell you what—let me have her, and our little feud ends. I'll give you work.

Stop toying with the Trade League and make some real money with me.

**SMUGGLER**

I don't sell out my partners. And I sure don't sell out family, either.

*[SMUGGLER battles and defeats Roonlo's Hoodlums and Roonlo the Stalker.]*

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**Nogba Quush**

This is good partnership, yes? We both benefit. Now I ask only one more favor.

**Riley**

We still need—

**Nogba Quush**

The syndicate will provide. Yet our target comes first—in case you do not survive, yes?

The Shuxl Botherhood. My species. Very clever, very powerful. They betray my employer.

**SMUGGLER**

Whole gang of Nikto? Don't suppose they're all half your size?

**Nogba Quush**

Take away all they possess. Then you have paid for our assistance in full.

---

DO NOT BETRAY THE SYNDICATE	
BURNIN KONN	MISSION DESCRIPTION
	Before you and Riley are able to get what you want out of the Ivax Syndicate, Nogba wants you to hit one final target. He wants you to take all of the possessions of the Shuxl Brotherhood, an entire gang of Nikto, for betraying Nogba's employer.
Story Mission	Level 15

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*[Later, somewhere on Burnin Konn.]*

*[SMUGGLER progresses, battling Shuxl Thugs and Shuxl Hoodlums.]*

**Nogba Quush**

*[On SMUGGLER's comm.]* Watching you...ah, I miss piracy. “Bang! Bang! Give me cargo!” Now I am only a schemer.

**SMUGGLER**

*[Into comm.]* Aw, Nogba. I bet you can still put up a fight.

**Nogba Quush**

*[On SMUGGLER's comm.]* It is not my skill, but opportunity that is lacking.

You have done everything we asked. The syndicate will complete its part when you return.

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**Riley**

All right, Nogba. SMUGGLER took care of the syndicate's problems on Burnin Konn. Now do you have what I asked?

**Nogba Quush**

The syndicate will prevent any interference, Imperial or criminal, with your mission.

**SMUGGLER**

Want to fill me in?

**Riley**

The Cadevon Family.

**SMUGGLER**

Ah.

Okay. Let's go.

---

REVENGE FOR RILEY		
BURNIN KONN		MISSION DESCRIPTION
Story Mission	Level 16	Now that you have assisted Nogba with his various requests, he agrees to keep outsiders off your back while you and your sister confront the Cadevon Family.

---

*[Later, somewhere on Burnin Konn.]*

**SMUGGLER**

*[Into comm.]* You could've told me this was about the Cadevons from the start.

**Riley**

*[On SMUGGLER's comm.]* It's not. It's about everyone with a grudge against us.

**SMUGGLER**

*[Into comm.]* What about your grudge against them? Riley, after what they did—

**Riley**

*[On SMUGGLER's comm.]* Stay focused. The Cadevons may not run the biggest protection racket on Burnin Konn, but they're smart.

I got word they're not happy about us working with the Trade League. They're planning to tip off the Imps about us.

Nogba will keep anyone from interfering. You just need to hit fast before they scatter.

**SMUGGLER**

*[Into comm.]* I'll take care of it, Riley. But I wish you'd told me.

**Riley**

*[On SMUGGLER's comm.]* Be very careful. Don't hold back. And if you need to run...don't stay for my sake.

*[SMUGGLER progresses, battling Cadevon Thugs and Cadevon Hoodlums. SMUGGLER encounters and defeats Boorgo Cadevon and Duurgo Cadevon.]*

**SMUGGLER**

*[Into comm.]* They're done for, Riley. The Cadevons are just a memory.

**Riley**

*[On SMUGGLER's comm.]* Wish I'd been there to watch.

**SMUGGLER**

*[Into comm.]* You want to talk about it?

**Riley**

*[On SMUGGLER's comm.]* What's to talk about? The brothers crushed one of my legs because we "disagreed" on payment. I should never have worked for them.

Now they're gone and you're still alive. You're all grown up and a better shot than me.

**SMUGGLER**

*[Into comm.]* Only because you gave me the chance to learn.

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**Nogba Quush**

My employers send their congratulations to us. I bet you would live; they bet you would not.

**SMUGGLER**

I appreciate the faith, Nogba. What are the odds we get a cut of that action?

**Nogba Quush**

Ha! I have something better than credits for you each.

**Riley**

This is—are you serious?

**Nogba Quush**

We have resources you do not. Those parts will suffice, yes?

**Riley**

SMUGGLER—this is it. Everything I need to repair the cybernetics in my leg.

It'll take time, but...Nogba, the syndicate has my gratitude.

**SMUGGLER**

That's—well. Now I feel bad for wondering about my gift.

**Nogba Quush**

Yours is a promise. You have shown talent and respect for our privacy. Should you choose to expand past the Trade League...

...the Ivax Syndicate will gladly provide you with employment. There is much more we can show you.

**SMUGGLER**

I very much appreciate that. But Riley and I have debts to pay off here, first.

**Nogba Quush**

Of course.

**Riley**

I'm headed home, SMUGGLER. See what I can do with this leg. You have an appointment with Shortpaw and Happy...

---

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**Shortpaw**

One moment please, SMUGGLER. Continue, Happy.

**“Happy” Dapp**

You need to hear more? Come on, Shortpaw...I ain't asking for more than a wink and a nod. You want in on the score of a lifetime?

Do you object, Onn?

**Onn Iria**

I wouldn't do it. But I don't get a vote, and Leeka's not here.

**Shortpaw**

Very well. The Trade League will assist in preparations in return for a modest cut. But we cannot be associated with the job itself. Should disaster occur—

**“Happy” Dapp**

Me and mine can handle it just fine. Right, SMUGGLER?

**SMUGGLER**

There’s nothing I can’t handle, Happy...but it’d help to know what we’re talking about.

**“Happy” Dapp**

We’ll get there. This one’s hush-hush ‘til we’re ready to go.

**Shortpaw**

Ah, but she can help lay the groundwork. You have heard of Hoth, I assume?

**SMUGGLER**

Snowball the Rebels were hiding on, right?

**Shortpaw**

Before the Imperials struck a year ago, yes. Now the battleground is littered with wreckage.

Happy’s project requires the use of an Imperial shuttle craft—

**“Happy” Dapp**

Well, part of one. Enough to pass muster. Don’t need to be pretty.

**Shortpaw**

We can assemble a satisfactory solution from the wreckage. Though—oh, it makes my fur bristle to think of the cold.

**SMUGGLER**

Can’t be that bad, can it? I mean, nights on Burnin Konn are chilly, too...

**“Happy” Dapp**

Sounds like we got a volunteer.

**SMUGGLER**

So long as you limit your exposure, the larger concern will be Imperial patrols. My associate Onn has made the run before.

**Onn Iria**

You’ve got to watch out for other scavengers, too—not just the Imperials. It’s death down there.

**Shortpaw**

Onn's expertise is in blockade running and swift extractions. You should listen to her advice.

**SMUGGLER**

So while I'm stealing from Imps to assemble a shuttle for a mission you won't talk about...what will you be doing?

**Shortpaw**

Preparing. You jest, SMUGGLER, but I do not. If any of us errs, none of us will survive Happy's gambit.

**"Happy" Dapp**

I'm telling you: score of a lifetime!

SALVAGE FROM HOTH	
HOTH	MISSION DESCRIPTION
	Happy Dapp believes he has a brilliant plan that will result in the "score of a lifetime." He still will not tell you the details of the plan, though the leaders of the Trade Spine League seem to be informed. At the moment, all you know is that it involves an Imperial shuttle, which needs to be assembled from the pieces of salvage, pieces you need to collect from the frigid surface of Hoth. Your allies warn you to be on the lookout for other scavengers.
Story Mission	Level 17

[Later, somewhere on Hoth.]

**SMUGGLER**

[Into comm.] Oh, to blazes with this. Riley!

**Riley**

[On SMUGGLER's comm.] Shortpaw filled me in. First thing they want is a better map of the wreckage. Then we can focus on the shuttle—

**SMUGGLER**

[Into comm.] Forget that. You know how cold it is here?

**Riley**

[On SMUGGLER's comm.] Sure. I've been offworld more than you. You're acclimated to—

**SMUGGLER**

[*Into comm.*] Don't. Just don't. Tell me where I'm going before I freeze to death.

**Riley**

[*On SMUGGLER's comm.*] There's a scavenger camp nearby. See if you can grab their data—they know a lot more than we do.

[*SMUGGLER progresses, battling Scavenger Riflemen, Scavenger Bombers, and Ugnaught Scavengers. SMUGGLER reaches a datapad.*]

**SMUGGLER**

[*Into comm.*] Riley? Got those maps from the scavengers. They don't look complete, and I made a bit of a mess...

**“Happy” Dapp**

[*On SMUGGLER's comm.*] Always better to steal from outlaws than Imps, though—am I right?

**SMUGGLER**

[*Into comm.*] You're not my sister.

**“Happy” Dapp**

[*On SMUGGLER's comm.*] I'm twice as pretty. She's greasing her leg. Come on back, we'll figure out what's next.

---

[*Later, at the Longstar Marketplace on Burnin Konn.*]

**Shortpaw**

This is terribly disappointing. These maps are barely readable.

**Onn Iria**

We'll manage. Scavengers assembled their maps from Imp transmissions.

**SMUGGLER**

So we hit the Imperials next? Track the transmissions back to the source, get a better map?

**“Happy” Dapp**

Sounds good. They've got survey teams prowling the wreckage with probe droids, saving all that recon data...somewhere.

**SMUGGLER**

All right, but if I lose my fingers to frostbite, you're paying for new ones.

---



NEED BETTER DATA	
HOTH	MISSION DESCRIPTION
	The maps you retrieved from the scavengers were barely legible and completely unusable. Knowing that the scavengers pieced together their maps from Imperial transmissions, you volunteered to track the transmissions back to their original source. You prepare to set out for Hoth once again, this time to get better data from the Imperial survey teams who comb the wreckage with their probe droids.
Story Mission	Level 18

[Later, somewhere on Hoth.]

**Onn Iria**

[On SMUGGLER's comm.] Sending the location of an Imp survey team now. You get the data, you come back.

One word complaining about the shooting or about the cold, I tell Shortpaw how soft you really are.

**SMUGGLER**

[Into comm.] I do something wrong?

**Onn Iria**

[On SMUGGLER's comm.] You've gotten by on luck. That works awhile. Then it gets you dead.

[SMUGGLER progresses, battling Snowtroopers and Snowtrooper Commanders. SMUGGLER encounters and defeats a Probe Droid. SMUGGLER reaches a data terminal.]

**SMUGGLER**

[Into comm.] Riley? I got the data. Need to run before the Imps send another team.

By the way...you want to guess why Happy wants an Imp shuttle so bad?

**Riley**

[On SMUGGLER's comm.] Needs to get somewhere undetected, I assume. No clue where. Working on it.

Meanwhile, we play along. He won't kill us with Shortpaw around—I think—or so long as he needs us.

[Later, at the Longstar Marketplace on Burnin Konn.]

**Onn Iria**

Better, kid. I'll give you a month to live instead of a week.

**SMUGGLER**

So what'd you get from that data? We know where the Imperials are storing the survey info?

**"Happy" Dapp**

Well, we got two options. We can raid a Gozanti cruiser in orbit above Hoth—

**SMUGGLER**

Tempting, but what's option two?

**Onn Iria**

Astromech droid on the ground. Steal one from an Imperial patrol.

**SMUGGLER**

On it.

TO STEAL AN ASTROMECH	
HOTH	MISSION DESCRIPTION
	Onn Iria, one of Shortpaw's associates, provided you with two locations of where to find the Imperial survey information. The first location is aboard a Gozanti cruiser orbiting Hoth. The second place to find survey information is within one of the astromechs that accompany the Imperial patrols on Hoth. You decide it would be easier to steal an astromech from a patrol than to get aboard the cruiser, so you make preparations for your next trip to Hoth.
Story Mission	Level 19

[Later, somewhere on Hoth.]

**Riley**

[On SMUGGLER's comm.] Imperial patrol hunts scavengers down that way every half-hour. Should have an astromech with the data we need.

**SMUGGLER**

[Into comm.] This patrol—it's hunting scavengers like me, you mean?

**Riley**

[*On SMUGGLER's comm.*] Sure, but they're not expecting an ambush. Keep active and stay warm.

[*SMUGGLER progresses, battling Snowtroopers and Snowtrooper Commanders. SMUGGLER reaches B9-DT, an Imperial astromech droid.*]

**SMUGGLER**

Well, hello there. You want to come with me?

**B9-DT**

Unauthorized user = attempting access! // Alarm = engaging!

**SMUGGLER**

Look, I'm freezing to death and I bet you are, too. So you're either coming with me or I'm scooping your circuits out.

**B9-DT**

B9-DT = acquiescing

**SMUGGLER**

That's the spirit.

---

[*Later, at the Longstar Marketplace on Burnin Konn.*]

**Shortpaw**

Oh, what a fine little droid we have here. You'd fetch a nice price in my shop!

**B9-DT**

B9-DT = not for sale!

**Shortpaw**

No, of course not. Forgive me, my friend. But you do have information we need.

**SMUGGLER**

What's next on the Imperial shuttle scavenger hunt, then?

**"Happy" Dapp**

You just head on out. I'll give you a list.

---

PARTS OF THE SHUTTLE	
HOTH	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 20</b>	You delivered B9-DT to Shortpaw, who seems quite pleased by the find. Happy wants you to return to Hoth. He does not immediately inform you what you need to retrieve, but he said he would get you a list by the time you touch down on the icy world.

---

*[Later, somewhere on Hoth.]*

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* So here’s where we’re at: There’s a broke-down shuttle that’ll work for us, but she’s half-gutted already.

**SMUGGLER**

*[Into comm.]* Which means grabbing repair parts before we fly her offworld.

**“Happy” Dapp**

*[On SMUGGLER’s comm.]* Repair parts, and whatever we need to forge her identity. Grab what you can from the scavengers and let me know.

*[SMUGGLER progresses, battling Scavenger Riflemen, Scavenger Bombers, and Unnaught Scavengers. SMUGGLER encounters and defeats a Wampa. SMUGGLER locates shuttle parts.]*

**SMUGGLER**

*[Into comm.]* Some of these parts are in bad shape. Might need another run or two.

**B9-DT**

*[On SMUGGLER’s comm.]* Cold weather + moisture = damaging to machines

**SMUGGLER**

*[Into comm.]* Yeah, the weather’s not so good for people, either.

---

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**“Happy” Dapp**

You know this droid here can double as our pilot? If it could use a gun, I wouldn’t hardly need you, SMUGGLER.

**SMUGGLER**

I found it. That mean I’ve paid off our debt?

**“Happy” Dapp**

Nah. Just means you got to work harder to keep up. Not scared of competition, are you?

**Shortpaw**

You are doing very well, SMUGGLER, but the ship still requires parts.

---

ALMOST THERE	
HOTH	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 21</b>	Despite the sizable collection of parts you brought back to Shortpaw, he informs you that still more parts are necessary. You need to return to Hoth to look for the last few pieces.

---

*[Later, somewhere on Hoth.]*

**Riley**

*[On SMUGGLER’s comm.]* You need an Imperial codebreaker, a trivalve assembly and a vortex stabilizer. Scavengers should have them.

**SMUGGLER**

*[Into comm.]* I get why we can’t buy an Imp codebreaker, but what about the rest?

**Riley**

*[On SMUGGLER’s comm.]* Shortpaw’s smugglers say it’s something to do with getting the shuttle energy signature right.

But Happy’s talking a lot about not needing you anymore. One of these jobs could be a trap.

*[SMUGGLER progresses, battling Scavenger Riflemen, Scavenger Bombers, and Ugnaught Scavengers. SMUGGLER locates a storage container.]*

---

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**“Happy” Dapp**

Everything but the codebreaker, huh? Got to say—I’m actually in a good mood here.

**B9-DT**

Codebreaker = located // Wrecker leader “Bohento Splinth” = preparing to auction

**Shortpaw**

Oh my.

**SMUGGLER**

Can't say I recognize the name. Should I?

**“Happy” Dapp**

Bohento Splinth...heh. Old dog used to be a meteor miner before he turned to robbery. Tell him Happy says hi.

ONE CODEBREAKER, PLEASE	
<p><b>HOTH</b></p> <p>Story Mission Level 22</p>	MISSION DESCRIPTION
	<p>Shortpaw's mood improved considerably after you delivered your last collection of parts. The only thing still missing is the Imperial codebreaker. The droid B9-DT reveals that the wrecker leader, Bohento Splinth, is preparing to auction the same part for which you were searching. Apparently, Happy has some sort of history with Bohento. You need to return to Hoth and acquire the codebreaker from this leader of the wreckers.</p>

**Riley**

[On SMUGGLER's comm.] Dug up what I could on Bohento Splinth. He and his “Wreckers” were some of the first looting the, uh, wreckage there.

**SMUGGLER**

[Into comm.] Sounded like Happy knew him. Anything on that?

**Riley**

[On SMUGGLER's comm.] Not much, but Bohento and Happy both fought in the Cargamalis Street Wars. Imagine Burnin Konn's worst slum gangs. With plasma rockets.

**SMUGGLER**

[Into comm.] Maybe they fought on the same side. Could we strike a deal?

**Riley**

[On SMUGGLER's comm.] Be careful, SMUGGLER. The more friends Happy has, the more we're under his thumb.

[SMUGGLER progresses, battling Wreckers and Ugnaught Wreckers. SMUGGLER encounters Bohento Splinth.]

**Bohento Splinth**

You're the scumsucker who's been hitting my salvage crews.

**SMUGGLER**

Afraid so, but it isn't personal. Look, all I'm after is the codebreaker. Even willing to pay for it.

**Bohento Splinth**

Who're you working for?

**SMUGGLER**

Old friend of yours. Happy Dapp.

**Bohento Splinth**

Ha! Figured Happy died years ago. Guess if you're a backstabbing mean-tempered thief, don't matter if you're crazy.

**SMUGGLER**

I'm guessing that means "no deal."

*[SMUGGLER battles and defeats Bohento Splinth.]*

*[Into comm.]* Bohento's dead and I've got the codebreaker.

**"Happy" Dapp**

*[On SMUGGLER's comm.]* Dead! How about that? Bring the body back, would you, SMUGGLER? I want to hang it somewhere.

**SMUGGLER**

Yeah, Happy...I don't think I'm doing that.

**"Happy" Dapp**

You got your limits. I respect that.

---

*[Later, at the Longstar Marketplace on Burnin Konn.]*

**SMUGGLER**

That it? You have everything you need to repair the shuttle and move it offworld?

**"Happy" Dapp**

Correction: I have everything I need to make the bolt-box here repair the shuttle. Under my supervision.

**B9-DT**

Happy Dapp = threatening + motivating

**SMUGGLER**

Can't argue there. We still need the shuttle itself, though...

**Shortpaw**

Which, alas, may be a problem. The Imperials' own salvage teams approach the vessel.

**SMUGGLER**

Happy, you and the droid get prepped. I'll slow them down.

CLEAR THE WAY FOR B9-DT	
HOTH	MISSION DESCRIPTION
	You have acquired everything necessary for B9-DT to repair the shuttle. The only problem now is the shuttle itself. Shortpaw informed you of an Imperial salvage team approaching the shuttle, which would make it difficult to get in, make repairs, and fly it out. You offered to return to Hoth to slow down the Imperials while Happy and B9-DT prepared.
Story Mission	Level 23

*[Later, somewhere on Hoth.]*

**SMUGGLER**

*[Into comm.]* Say, Riley? Whatever happened to the Rebels here?

**Riley**

*[On SMUGGLER's comm.]* What do you mean? They got blown to bits and they ran. That's what Rebels do.

**SMUGGLER**

*[Into comm.]* But are there any still around in the sector?

**Riley**

*[On SMUGGLER's comm.]* Not if you believe the governor's broadcasts. The Iron Blockade keeps them all out.

**SMUGGLER**

*[Into comm.]* Huh. Well, who needs Rebels when you've got us?

*[SMUGGLER progresses, battling Snowtroopers, Snowtrooper Commanders, and a Probe Droid. SMUGGLER encounters and defeats Lt. Mindak.]*

That should set back recovery efforts awhile.



**Riley**

[*On SMUGGLER's comm.*] Right. Now you and Happy and the droid just need to steal a shuttle and survive to come home.

If he's going to move against you...this is his opportunity, SMUGGLER.

**SMUGGLER**

[*Into comm.*] He's had others. He thinks we're useful. He won't kill us yet.

**Riley**

[*On SMUGGLER's comm.*] Then maybe you should look for an opportunity of your own.

---

[*Later, at the Longstar Marketplace on Burnin Konn.*]

**Shortpaw**

The way is clear. I had my doubts, Happy, but you and your team have done well.

**“Happy” Dapp**

Now for the hard part.

**SMUGGLER**

You mean the part where you get your hands dirty?

**“Happy” Dapp**

Don't be like that, SMUGGLER. I worked to get where I am. Maybe someday—dream with me—you'll have your own crew.

You'll wave a gun around, stab folks to motivate their lazy selves. It's your way of looking out for 'em!

**Shortpaw**

Your manner of leadership always fascinates me, Happy Dapp.

**“Happy” Dapp**

Anyway, you keep the Imps away while I get the shuttle running. Deal?

**SMUGGLER**

Deal.

---

KEEP THE IMPERIALS AWAY		
HOTH		MISSION DESCRIPTION
Story Mission	Level 24	You agreed to return to Hoth to defend the downed Imperial shuttle while Happy and B9-DT make the necessary repairs to get the ship off the ground.

[*Later, somewhere on Hoth.*]

**SMUGGLER**

[*Into comm.*] Happy? You okay out there?

**“Happy” Dapp**

[*On SMUGGLER’s comm.*] Shuttle’s almost online. Me and the droid are doing fine—

[*Overheard speaking to B9-DT.*] You rotten tin can—you do that again, I’ll scrap you for parts!

—but the Imps are going to investigate if you don’t intercept them.

**SMUGGLER**

[*Into comm.*] I’m on it.

[*SMUGGLER progresses, battling Snowtroopers and Snowtrooper Commanders.*]

**“Happy” Dapp**

[*On SMUGGLER’s comm.*] SMUGGLER! Change of plans!

**SMUGGLER**

[*Into comm.*] What’s going on? I got the Imps under control here. Relatively speaking.

**“Happy” Dapp**

[*On SMUGGLER’s comm.*] Yeah, but we weren’t looking out for Wreckers! Apparently Bohento’s boys followed me to the shuttle. I’m surrounded here—

**SMUGGLER**

[*Into comm.*] Happy? Blast.

**Riley**

[*On SMUGGLER’s comm.*] Couldn’t help but overhear. Be a shame if you couldn’t get to Happy in time.

**SMUGGLER**

[*Into comm.*] Riley—don’t even start. And get off the comm.

**Riley**

[*On SMUGGLER's comm.*] Listen to me. I know you two are getting chummy, but he's crazy. You don't owe him anything.

**SMUGGLER**

[*Into comm.*] I owe him every credit from that delivery job. I bungled it, I mean to pay.

[*SMUGGLER progresses, battling Scavenger Riflemen, Scavenger Bombers, and Unnaught Scavengers. SMUGGLER reaches Happy Dapp and B9-DT at the Lambda-class Imperial shuttle.*]

**“Happy” Dapp**

SMUGGLER, I ever look into your eyes and tell you I'm in love?

**SMUGGLER**

You haven't, and I don't suggest you start. That shuttle ready to go?

**B9-DT**

Imperial shuttle = flight capable / / Safety rating = two percent

**“Happy” Dapp**

Good enough for me. See you back on Burnin Konn—I'd thank you for the save, but we've got more incoming!

---

[*Later, at the Longstar Marketplace on Burnin Konn.*]

**“Happy” Dapp**

You should've seen the kid, Shortpaw. We've got a real go-getter on our hands, here!

**Shortpaw**

Happy thinks highly of your heroics, SMUGGLER. Many [men/women] your age would not have shown such courage. Or loyalty.

Some might even have turned their backs on Happy altogether.

**Riley**

SMUGGLER's not that sort of person.

**SMUGGLER**

I know a thing or two about revenge. But I don't stab partners in the back.

**“Happy” Dapp**

Come on, Shortpaw. Don't embarrass them.

**Shortpaw**

Merely making a point before my departure. Your project is going well, but Imperial bodies are amassing.

I will remove myself from the public eye for now. Avoid the risk of association.

**SMUGGLER**

We'll see you again, though?

**Shortpaw**

I certainly hope so. You've earned a place within the Trade Spine League, SMUGGLER. Just be sure all your debts are paid up.

*[Shortpaw leaves.]*

**Riley**

All right, Happy. You got your shuttle. You scared Shortpaw off. What's this big project of yours?

**"Happy" Dapp**

Well...heh. You know the governor's so-called Iron Blockade? Turns out...

...nah. Not quite yet. But when it's done, we're all walking away rich. You'll be free and clear. Work for whoever you want.

**SMUGGLER**

That sounds real nice, but we will need specifics.

**"Happy" Dapp**

There's one last bit of prep I've got in mind. I need a favor from a fellow who wants something in return.

You meet my contact in the spaceport, help him out? I show you my cards after.

**SMUGGLER**

Looking forward to that, Happy. Much as I've enjoyed working with you, "free and clear" has a good ring.

**"Happy" Dapp**

One last thing. That contact? He's a little prickly. He's—what's the word? Paranoid, even.

**Riley**

I can't imagine the type.

**“Happy” Dapp**

You want to find some friends, go attack the Imps, keep them on edge? More likely my contact will show up without bolting like a rat.

Either way, don't get killed. There's good stuff coming.

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**Governor Adelhard**

*[Speaking through a public hologram.]* My brave citizens. Beyond the Iron Blockade that cradles and secures our sector, the galaxy remains in turmoil.

Yet I bring news of victories. Emperor Palpatine and his mighty battle station have obliterated another Rebel fortress. Soon, only pirates and terrorists—

**Tam Bastion**

Probably lying. Doesn't change anything. The Rebellion keeps fighting.

**SMUGGLER**

That's a bold thing to say in public.

**Tam Bastion**

Hm. You're SMUGGLER? Not what I expected from Happy.

**SMUGGLER**

I'm gonna go out on a limb and assume that's a compliment. You're my contact, right?

**Kitomag**

We're clear. No listening devices, no one following. But no sudden movements.

**Tam Bastion**

Tam Bastion. That's Kitomag. We don't leave home much.

**SMUGGLER**

Yeah, I gathered that. So Happy says I'm working for you, and in exchange you give him...

**Tam Bastion**

...specialized information. Classified. Sorry.

But helping us? It'll save lives, SMUGGLER. You'll be doing good.

**SMUGGLER**

Saving lives or whatever—either way, you don't need to sell me. What are we up to?

**Tam Bastion**

Ever run an urban combat op? Tap a data feed? Kitomag will show you. We need someone on Anoat. Retrieval.

**SMUGGLER**

Hate to break it to you, but no one does salvage on Anoat for a reason. Place is toxic.

**Tam Bastion**

Not toxic. Not anymore. Just forbidden.

**SMUGGLER**

I'd be risking my life on your say-so.

**Tam Bastion**

I can show you toxicity scans. Or pay in advance.

**SMUGGLER**

Now we're talking. I'll head out to Anoat and you can give me a call...be as mysterious as you like!

**Tam Bastion**

Be wary. There are things there you can't unsee.

**SMUGGLER**

Bastion...I don't even know what that means.

---

HEADING TO ANOAT	
<div>ANOAT</div> <div>Story Mission</div> <div>Level 25</div>	MISSION DESCRIPTION
	<p>You met up with Happy Dapp's contact at the Konn-Nevos spaceport, a man by the name of Tam Bastion. He explained that in exchange for the work you do, he will provide Happy with specialized information, though Tam would not elaborate. Tam has asked you to journey to Anoat, a planet you had believed to be toxic. Tam convinced you the atmosphere is safe, so now you make your preparations to depart.</p>

---

*[Later, somewhere on Anoat.]*

**Tam Bastion**

*[On SMUGGLER's comm.]* You know what happened to Anoat?

**SMUGGLER**

*[Into comm.]* It was sector capital before some industrial accident poisoned it all. I was young, but the news hit Dad hard.

**Tam Bastion**

*[On SMUGGLER's comm.]* It's more complicated.

There's a drop box near you. Hasn't been opened since the disaster. Contains a datapad. I want it.

**SMUGGLER**

*[Into comm.]* Opposition?

**Tam Bastion**

*[On SMUGGLER's comm.]* When the disaster happened...there were people here. Some aren't really people anymore.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER reaches the drop box.]*

**SMUGGLER**

*[Into comm.]* Got your datapad. Please tell me I can get out of here.

**Tam Bastion**

*[On SMUGGLER's comm.]* Go. But remember what you saw.

This wasn't an accident. This was the Empire's doing.

**SMUGGLER**

*[Into comm.]* Come on. The Empire wouldn't—I mean, this was years before Alderaan and the Death Star...

**Tam Bastion**

*[On SMUGGLER's comm.]* Now you understand why our Rebellion keeps fighting.

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**SMUGGLER**

So you're the real deal? Rebel Alliance cell number...whatever?

**Tam Bastion**

We're real.

**SMUGGLER**

Huh. Never thought Happy was the sort to work with you. Or that you'd work with him—

**Tam Bastion**

Desperate times. Anoat, Hoth, now the Iron Blockade. All hit us hard.

There were resources left on Anoat after the disaster. You're helping us get them.

**SMUGGLER**

The datapad was just the start, huh? All right. What's the next step?

---

THE TRUTH OF ANOAT	
ANOAT	MISSION DESCRIPTION
	You met up with Tam again at the Konn-Nevos spaceport, and you were able to confirm that he is a real member of the Rebel Alliance. He wants you to travel back to Anoat and collect unclaimed resources that had been left behind after the disaster.
Story Mission	Level 26

---

*[Later, somewhere on Anoat.]*

**Tam Bastion**

*[On SMUGGLER's comm.]* The Rebel Alliance was never on Anoat. But there were dissidents. They were preparing. With time, they might've joined the Rebellion.

They had plans. A base. We want what's inside, but everyone who knew its location is long dead.

**SMUGGLER**

*[Into comm.]* So you need a "retrieval specialist" like myself to track it down for you by...what? Checking drop points?

**Tam Bastion**

*[On SMUGGLER's comm.]* Yes. We need maps, cryptographic sequencers...the base was secure. Well hidden.

That's why Governor Adelhard ruined the planet to get to us.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER reaches a databank.]*



**SMUGGLER**

[*Into comm.*] Got some sort of databank here. Were you serious about the Imps destroying this place just to stop folks from joining the Rebels?

**Tam Bastion**

[*On SMUGGLER's comm.*] From joining us. Yes.

Governor Adelhard was just a junior military advisor back then. But it was his order.

There were dissidents on Anoat. No one could find it. So they gassed the planet.

---

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**Tam Bastion**

We're making progress. But there are other drops to check.

**SMUGGLER**

Now you've got me curious. If the dissidents on Anoat all died, where'd you and your Rebels come from?

**Tam Bastion**

Other worlds. Or the rest of the galaxy.

What happened on Anoat was a lesson: In this sector, you don't operate among civilians. You don't draw attention. Innocents get hurt.

**SMUGGLER**

So when you're up to mischief, you send chumps like me, huh?

**Tam Bastion**

The Empire cares less about you. You won't catch the governor's eye. Or Commander Bragh's.

---

DANGER OF WORKING AMONG CIVILIANS	
<b>ANOAT</b>  <b>Story Mission</b> <b>Level 27</b>	MISSION DESCRIPTION
	<p>You met with Tam again, and the two of you spoke more about Anoat and the Rebels. He told you that Anoat taught the Rebels a valuable lesson, which was to avoid drawing attention or operating out of civilian-populated areas because innocents could get hurt. You realize that he recruits people like you to assist the Rebels with their efforts because you are less likely to be noticed by the Empire.</p> <p>Tam now needs you to locate additional drops on Anoat.</p>

*[Later, somewhere on Anoat.]*

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER—how are you holding up? Things going okay with Happy's contact?

**SMUGGLER**

*[Into comm.]* I'm fine. Fill you in next time I'm home.

**Riley**

*[On SMUGGLER's comm.]* Look, about what happened on Hoth...

**SMUGGLER**

*[Into comm.]* Forget it. We had a difference of opinion about Happy. Now I need to focus.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER reaches a databank.]*

**Riley**

*[On SMUGGLER's comm.]* I am sorry about pushing you to leave Happy behind.

**SMUGGLER**

*[Into comm.]* Riley, it's okay. I'm not stupid. Sooner or later, he'll probably turn on us.

If this "score of a lifetime" he's planning doesn't work out, I won't hesitate to draw on him. Until then...

**Riley**

[*On SMUGGLER's comm.*] Until then, we let Happy do his thing...but we watch out for each other. Okay?

**SMUGGLER**

[*Into comm.*] Deal.

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**Tam Bastion**

Good. Another crypto sequencer. What's next could be a problem, though.

**SMUGGLER**

Not to be flip, but—problem for me or problem for you?

**Tam Bastion**

Hm. Both.

You're headed to Anoat's mecha-industrial zone. Train up. Get ready to fight.

SECURE DATA	
ANOAT	MISSION DESCRIPTION
	Tam wants you to travel back to Anoat and search the planet's mecha-industrial zone. He has not yet revealed what he wants you to find, but he seems to think whatever it is might be a problem.
Story Mission	Level 28

[*Later, in the mecha-industrial zone on Anoat.*]

**Tam Bastion**

[*On SMUGGLER's comm.*] The dissidents on Anoat were smart. Hid data well. Including in droids.

**SMUGGLER**

[*Into comm.*] All right. I've stolen astromechs before—

**Tam Bastion**

[*On SMUGGLER's comm.*] Too obvious. Think bigger.

**SMUGGLER**

[*Into comm.*] Wait...your old friends slipped data onto a security droid? Under the Imps' noses?

**Tam Bastion**

[*On SMUGGLER's comm.*] Now we need to get it back.

[*SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER encounters and defeats 121-247.*]

**SMUGGLER**

[*Into comm.*] Bastion? Hope you didn't need that droid in one piece.

**Tam Bastion**

[*On SMUGGLER's comm.*] We didn't. See you soon.

---

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**SMUGGLER**

Riley...wasn't expecting you here.

**Riley**

Got my leg online, sort of. Software crashes every half-hour, but I thought I'd limp over and introduce myself.

**Tam Bastion**

Your sister was telling me how the Imperials injured her. Rough life.

**SMUGGLER**

The Imperials. Right. So what's next on the agenda?

**Tam Bastion**

Anoat's on hold. Apologies to you and Happy, but a crisis came up.

**SMUGGLER**

That's all right. Take your time, we'll wrap up when—

**Riley**

How can we help?

**SMUGGLER**

What?

**Tam Bastion**

Three friends tried to buy weapons at a meet on Mataou. Deal went bad. Gangs are hunting them.

**Riley**

We know Mataou and we know gangs. Consider us volunteers.

REBEL RESCUE ON MATAOU	
<p><b>MATAOU</b></p> <p>Story Mission <span style="float: right;">Level 29</span></p>	MISSION DESCRIPTION
	<p>When you returned to speak with Tam, you found Riley with him. She said that since she got her cybernetic leg online, she decided to introduce herself.</p> <p>The plans Tam had for you on Anoat were interrupted because of an incident that came up on Mataou. According to Tam, a weapon's deal went bad and now he has friends who are pinned down by gangs. You and Riley volunteer to assist with the situation on Mataou.</p>

*[Later, somewhere on Mataou.]*

**SMUGGLER**

*[Into comm.]* So Riley, you want to tell me why we're helping the Rebels for free? You getting political?

**Riley**

*[On SMUGGLER's comm.]* I'm not saying we sign on. But if we're already involved, it'd be nice if they were in our debt.

**SMUGGLER**

*[Into comm.]* See, I respect Bastion—but when you say “debt” I hear “credits,” and these Rebels don't seem rich.

**Riley**

*[On SMUGGLER's comm.]* Just find those stranded Rebel agents. One of them put out a distress beacon nearby.

*[SMUGGLER progresses, battling Ro Hypa Trainers, Venom Dealers, Ro Hypa Elders, and Ro Hypa Spitters. SMUGGLER encounters a Rebel Guerilla.]*

**Rebel Guerilla**

You friend or foe?

**SMUGGLER**

Who've I been shooting? Come on, you can answer that one.

**Rebel Guerilla**

Friend. Or. Foe?

**SMUGGLER**

Tam Bastion sent me. It's a rescue mission.

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**SMUGGLER**

Found one of your men, but the other two are still missing.

**Tam Bastion**

They're out there. I can't ask you to do more—

**SMUGGLER**

We're not getting back to Anoat until this is dealt with. I'm here to help.

**Riley**

We're both here to help.

THE SECOND REBEL	
MATAOU	MISSION DESCRIPTION
	You rescued one of the three Rebels from Mataou, but the other two are still missing. Tam was hesitant to ask more of you, but both you and Riley determined you would finish helping the Rebels before returning to Anoat. Time for another trip to Mataou.
Story Mission	Level 30

*[Later, somewhere on Mataou.]*

**Tam Bastion**

*[On SMUGGLER's comm.]* I appreciate what you're doing, SMUGGLER. So do the others.

**SMUGGLER**

[*Into comm.*] Look, someone's life is in danger, I hate to turn my back.

**Tam Bastion**

[*On SMUGGLER's comm.*] We will pay for your time.

**SMUGGLER**

[*Into comm.*] Why don't you tell me what favor you're doing Happy, and we'll call it even?

**Tam Bastion**

[*On SMUGGLER's comm.*] You seem like someone who keeps [his/her] promises. So am I.

**SMUGGLER**

[*Into comm.*] Had to try.

[*SMUGGLER progresses, battling Ro Hypa Trainers, Venom Dealers, Ro Hypa Biters, and Ro Hypa Spitters. SMUGGLER finds a dead body.*]

Bastion? Looks like bad news on this one. Your man didn't make it.

**Tam Bastion**

[*On SMUGGLER's comm.*] At least we know.

Bring his belongings back. We'll mourn later.

---

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**SMUGGLER**

Your last man on Mataou. What are the odds he's still alive?

**Tam Bastion**

Okuvim's tough. If she had any chance at all, she made it.

**SMUGGLER**

And after this...back to Anoat? Find that dissident base, wrap up this deal between you and Happy?

**Tam Bastion**

You have my word.

---

FINDING OKUVIM	
MATAOU	MISSION DESCRIPTION
<b>Story Mission</b>	There is still one Rebel missing, a young Twi'lek woman by the name of Okuvim. Tam has faith in her ability to survive. He needs you to return to Mataou to search for her.
<b>Level 31</b>	

*[Later, somewhere on Mataou.]*

**Okuvim the Younger**

*[On SMUGGLER's comm.]* Tch. Someone's out there? On my frequency? If you're not here to rescue, get off the line!

**SMUGGLER**

*[Into comm.]* Lady, you're in luck. Bastion sent me.

**Okuvim the Younger**

*[On SMUGGLER's comm.]* Excellent! Start shooting! Plenty of targets. But not much time.

**SMUGGLER**

*[Into comm.]* Ain't that always the way?

*[SMUGGLER progresses, battling Ro Hypa Trainers, Venom Dealers, Ro Hypa Spitters, and Ro Hypa Biters. SMUGGLER encounters Okuvim the Younger.]*

**Okuvim the Younger**

You! Awful shot! But enthusiasm. I like you!

**SMUGGLER**

I like you too—Okuvim, right?

**Okuvim the Younger**

Yes! Come on...we get home, drinks are on me!

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**Tam Bastion**

Thank you. For rescuing Okuvim.

**SMUGGLER**

She seemed very...enthusiastic.



**Tam Bastion**

She is. She's also scouted Anoat before. She's looked at your data. We have the location of the base.

**SMUGGLER**

Great! So let's head straight there, grab whatever you need, and never think about that place again.

**Tam Bastion**

It's never that simple. Head on out. I'll brief you on-site.

GETTING BACK TO ANOAT	
ANOAT	MISSION DESCRIPTION
	With the Rebels retrieved from Mataou, you are now free to focus your attentions back to Anoat. Okuvim, the Twi'lek you rescued on your previous mission, had actually scouted Anoat before. With the data you collected, she was able to piece together the location of the hidden dissident base. You now need to return to Anoat. Tam will update you once you land.
Story Mission	Level 32

*[Later, somewhere on Anoat.]*

**Tam Bastion**

*[On SMUGGLER's comm.]* The old dissidents' base was in the lower levels. With the city's power gone, getting there is a problem.

**SMUGGLER**

*[Into comm.]* Don't worry about me. I'm not afraid of climbing.

**Tam Bastion**

*[On SMUGGLER's comm.]* It would take you days. You'd have to go through lurker nests. We need lifts and transports online.

But powering them up isn't impossible. Three-step process. Coordinates sent.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER reaches a terminal.]*

**SMUGGLER**

*[Into comm.]* All right. If I'm reading this properly, we just turned on transport service. Not much happening, though.

**Tam Bastion**

[*On SMUGGLER's comm.*] As expected. There's not enough energy. We have a solution.  
Stay safe and come back. We're nearing the end.

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**Riley**

What's in the base that's so important to you?

**Tam Bastion**

The former occupants had caches and safe houses across the sector. Lists of allies. Some will be out-of-date now.

**SMUGGLER**

But not all of them, huh? I appreciate your trust, telling us that.

**Tam Bastion**

You could still betray us to the Imperials. But I'd rather win you to our side.

LURKING PROBLEM	
<div>ANOAT</div> <div>Story Mission</div> <div>Level 33</div>	MISSION DESCRIPTION
	<p>Back on Burnin Konn, Tam explained to you that the occupants of the base had caches, safe houses, and lists of allies across the sector. Though he recognized some of the information would be out of date, he hopes that some of it will still be valid.</p> <p>Tam now needs you to return to Anoat to set up a generator, which will allow you to get the power back up.</p>

[*Later, somewhere on Anoat.*]

**Tam Bastion**

[*On SMUGGLER's comm.*] We need the power back. Before you can set up a generator, though...this won't be pretty.

**SMUGGLER**

[*Into comm.*] If I wanted pretty, I wouldn't be working for Happy. Name it.

**Tam Bastion**

[*On SMUGGLER's comm.*] The people here...the ones who didn't die, who were driven crazy by the toxins. There's a nest of them near the power hookups.

Poor wretches will rip the generator apart if you don't—

**SMUGGLER**

[*Into comm.*] "Discourage" them? Got it.

**Tam Bastion**

[*On SMUGGLER's comm.*] They deserve better. But nothing we can do except keep all this from happening again.

[*SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER encounters Lurker Chieftain.*]

**SMUGGLER**

Don't suppose there's anything that can talk in there?

**Lurker Chieftain**

You smell...of stars.

**SMUGGLER**

I don't have any quarrel with you or your kind. I just need—

**Lurker Chieftain**

Blood!

[*SMUGGLER battles and defeats Lurker Chieftain.*]

---

[*Later, at the Konn-Nevos Spaceport on Burnin Konn.*]

**Tam Bastion**

One thing left. We've got a generator to kickstart the power. Just plug it in.

**SMUGGLER**

Then on to the base, huh? This all better be worth it—whatever Happy's asking from you...

**Tam Bastion**

I can't say what's worth it to a gangster. But like I told you before: you're doing good.

---

POWER UP THE GENERATOR		
ANOAT		MISSION DESCRIPTION
Story Mission	Level 34	The only thing you have left to do now before you can get to the dissident base on Anoat is to activate the power generator.

---

*[Later, somewhere on Anoat.]*

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER reaches a terminal.]*

**Riley**

*[On SMUGGLER's comm.]* That should do it. Lifts and shuttles will get you near the dissidents' base when Bastion and friends are ready.

**SMUGGLER**

*[Into comm.]* Good. I'm ready to be done with this.

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**Tam Bastion**

SMUGGLER! We have a problem.

**SMUGGLER**

Droids finally decide to unionize?

**Tam Bastion**

What? It's the Empire. They must have seen the power come back on Anoat.

**SMUGGLER**

That's a problem all right.

**Tam Bastion**

They won't know why—they won't know it involves the Rebellion. But they will investigate.

If they find that base—

**SMUGGLER**

Won't happen. I just have to be quick.

---

BEFORE THE EMPIRE	
ANOAT	MISSION DESCRIPTION
	Tam informed you that the Empire was responding to the activation of power on Anoat. He is certain that the Empire does not know the activity involves the Rebellion, but he said they will come to investigate, regardless. You need to get to Anoat quickly and access the base before they discover it.
Story Mission	Level 35

[Later, somewhere on Anoat.]

**Riley**

[On SMUGGLER's comm.] SMUGGLER? You need to be careful down there.

**SMUGGLER**

[Into comm.] As opposed to when? Way our life goes, I have to be careful washing up.

**Riley**

[On SMUGGLER's comm.] Be more careful, then—because if the Imps record your face, and if they learn you're working with Rebels...

**SMUGGLER**

[Into comm.] Riley? Can I confess something?

**Riley**

[On SMUGGLER's comm.] I'd rather you focus.

**SMUGGLER**

[Into comm.] I honestly didn't think of that. Thank you.

[SMUGGLER progresses, battling Stormtroopers and Imperial Ensigns. SMUGGLER encounters an Imperial Commander.]

**Imperial Commander**

What are you—some sort of gangster? What are you doing with the Rebels?

**SMUGGLER**

Rebels? The governor says there aren't any Rebels in the system.

**Imperial Commander**

What?

We know the base is nearby. We've been monitoring the area for years. Tell us who sent you.

**SMUGGLER**

I don't think—

**Imperial Commander**

I've been authorized by Commander Bragh to cut you a deal.

**SMUGGLER**

The fact I know you're lying makes this next part much easier.

*[SMUGGLER battles and defeats the Imperial Commander. SMUGGLER locates a terminal.]*

*[Into comm.]* How much of that did you hear, Riley?

**Riley**

*[On SMUGGLER's comm.]* Not a word. What happened?

**SMUGGLER**

*[Into comm.]* I talked my way out of trouble. And I got the dissidents' files. If Bastion can smile, we're gonna see it.

---

*[Later, at the Konn-Nevos Spaceport on Burnin Konn.]*

**SMUGGLER**

"And that's how I saved the Rebel Alliance."

**Tam Bastion**

What?

**SMUGGLER**

Well, it's not something I can ever brag about in public, so I figured I'd say it now.

**Tam Bastion**

Hm. Fair. If overblown.

The data is complete. It's old, but there are caches we never knew about. Resources we now have.

You've been a help, SMUGGLER. You and your sister.

**SMUGGLER**

Where is Riley, anyway?

**Tam Bastion**

I gave her a datachip to deliver to Happy. He promised you would aid us. We're paying him in information.

**SMUGGLER**

Then it's time I got some answers from him. For such a chatty guy, he can be real secretive.

**Tam Bastion**

Before you do? A proposal.

I looked into your background. You're a petty criminal, not a gangster or someone's hired gun.

**SMUGGLER**

Some people say I've got scruples. I think it's a lack of opportunity.

**Tam Bastion**

I don't believe that.

You must see the Empire is worth fighting. You've lived under them. You've seen Anoat. You could join us.

**SMUGGLER**

That's flattering, but I've still got work with Happy.

**Tam Bastion**

Afterward, then. No more scraping for credits. Just the good fight.

**SMUGGLER**

What about Riley?

**Tam Bastion**

Her crimes...aren't your crimes.

**SMUGGLER**

Respectfully, Bastion? If she's not good enough for you, you—

**Tam Bastion**

You know how to contact us. If you ever need us. Or want to trade favors again.

**SMUGGLER**

That I do.

---

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**“Happy” Dapp**

My favorite people, all together! You ready to make enough credits to choke on?

**SMUGGLER**

You know how to sell a pitch, Happy.

**“Happy” Dapp**

Oh, I don’t need to sell it—‘til you’ve paid your debt, you’re with me, like it or not.

**Riley**

Look, you got whatever you wanted from the Rebels. Time you told us what we’re after.

**“Happy” Dapp**

Rebels gave me coordinates for the sector’s intercept facilities. You know what those are?

**SMUGGLER**

They’re vaults, right? Where the Imperials put all the contraband people try to sneak past the Iron Blockade.

**“Happy” Dapp**

Got it in one. Imagine all the good stuff in there.

**SMUGGLER**

Every seized shipment, every Trade League cargo...Happy, that’s brilliant.

**“Happy” Dapp**

Blasted right. And the shuttle from Hoth will get you close.

**SMUGGLER**

You sure you want me going alone? Can’t say I’d mind an extra gun.

**“Happy” Dapp**

Oh, I can wait to get my hands on the goods. Just because I planned this heist don’t mean I care to shoulder the risk.

**Riley**

No one ever faulted you for your honesty.

**“Happy” Dapp**

‘Course, you aren’t heading straight in—that’d be suicide. Shuttle is slow, barely armed. You’d be killed in the escape.

**SMUGGLER**

So...we need sensor jammers? Something that’ll slow the Imps’ pursuit.



**“Happy” Dapp**

You’re starting to catch on.

Four intercept facilities. Four jammers on nearby planets. Set it all up, then hit them fast as we can.

**SMUGGLER**

And when it’s done, we’re square? You and us?

**“Happy” Dapp**

SMUGGLER, when this is done—if you aren’t blown to bits—we’ll all buy our own planets.

THE INTERCEPT FACILITIES	
<p><b>BURNIN KONN</b></p> <p>Story Mission Level 36</p>	MISSION DESCRIPTION
	<p>You and Riley met with Happy Dapp on Burnin Konn, and he finally let you in on his plan. The data you earned for him contained coordinates to four facilities where the Imperials store seized contraband.</p> <p>Happy wants you to raid those facilities, but in order for you to have any chance at success, he needs you to first set up four sensor jammers on four different planets, one for each of the four facilities.</p>

*[Later, somewhere on Burnin Konn.]*

**Riley**

*[On SMUGGLER’s comm.]* All right. You’re almost in range of an Imp scanning station. A little closer, you can put down the jammer.

Won’t last more than a few minutes, but we’ll hold off triggering it. Should get you home after the first heist.

**SMUGGLER**

*[Into comm.]* “Should,” huh? Just once, I’d like a sure thing.

*[SMUGGLER progresses, battling Stormtroopers and Imperial Ensigns. SMUGGLER places down a jammer.]*

So Riley? While we’re away from Happy...what do you really think of the plan?

**Riley**

[*On SMUGGLER's comm.*] It's ambitious. It's smart. It's dangerous.

**SMUGGLER**

[*Into comm.*] But you're worried about Happy. You think he's gonna betray us after.

**Riley**

[*On SMUGGLER's comm.*] Would you split the score of a lifetime three ways?

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**“Happy” Dapp**

One jammer down, three to go before the heist!

**B9-DT**

Jammer = minimally effective // Success = extremely unlikely

**“Happy” Dapp**

Your co-pilot's just resentful about being stolen goods. Don't worry about the droid.

**SMUGGLER**

Now why would I worry about something like that?

JAMMER NUMBER TWO	
HOTH	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 37</b>	You have one jammer down and three more to go. Happy wants you to set up the next jammer.

[*Later, somewhere on Hoth.*]

**Riley**

[*On SMUGGLER's comm.*] Imperials don't have much of a crew at this scanning station. Basically you and some droids.

**SMUGGLER**

[*Into comm.*] Soon it'll be just me.

**Riley**

[*On SMUGGLER's comm.*] You'd sound tougher if your teeth weren't chattering.

[*SMUGGLER progresses, battling Security Droids. SMUGGLER places down a jammer.*]

**SMUGGLER**

[*Into comm.*] One more down. So you like the plan—how do you want to proceed?

**Riley**

[*On SMUGGLER's comm.*] Is poisoning Happy's Corellian brandy an option?

**SMUGGLER**

[*Into comm.*] Nope.

**Riley**

[*On SMUGGLER's comm.*] Then you watch yourself and I'll watch him.

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**“Happy” Dapp**

Looking good, SMUGGLER! You feeling alright? Not all busted up, are you?

**SMUGGLER**

I'm doing great, Happy. Worried I'll exhaust myself before the heist?

**“Happy” Dapp**

You better believe it. I need you in mint condition if we're gonna pull this off.

**SMUGGLER**

I'll be just fine. Two more jammers to set up.

SET UP ON MATAOU	
MATAOU	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 38</b>	You have two jammers out of the way and two more still to set up. Happy wants you to set up the third jammer.

[*Later, somewhere on Mataou.*]

**Riley**

[*On SMUGGLER's comm.*] Imperials don't have a protection force here, but they pay off one of the gangs to watch the Mataou scanning systems.

**SMUGGLER**

[*Into comm.*] How come we never got paid off by the Imps?

**Riley**

[*On SMUGGLER's comm.*] Way back, I tried to set up something. Didn't come close to working. Ask me when this is all over.

[*SMUGGLER progresses, battling Venom Dealers, Ro Hypa Trainers, Ro Hypa Elders, and Ro Hypa Spitters. SMUGGLER places down a jammer.*]

**SMUGGLER**

[*Into comm.*] That's another one down. How are your cybernetics, by the way?

**Riley**

[*On SMUGGLER's comm.*] Still crashing pretty often. Hurts like fire when they work. Close, though.

**SMUGGLER**

[*Into comm.*] Blast it...why didn't you tell me?

**Riley**

[*On SMUGGLER's comm.*] Doesn't matter. Almost got the repairs done. Then I'm back in the game.

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**"Happy" Dapp**

One more. You almost ready?

**SMUGGLER**

Nothing I'd rather be doing, Happy. You gonna keep asking that?

**"Happy" Dapp**

I was asking the droid.

**B9-DT**

Happy Dapp + SMUGGLER = insufferable // Riley = tolerable

**Riley**

I'm starting to like him.

---

THE LAST JAMMER		
ANOAT		MISSION DESCRIPTION
Story Mission	Level 38	Happy needs you to set up the fourth and final sensor jammer. Unrelated, you noticed that you sister and B9-DT seem to be bonding.

---

*[Later, somewhere on Anoat.]*

**SMUGGLER**

*[Into comm.]* Every time I'm on this planet, I feel like I'm kicking someone's grave.

**Riley**

*[On SMUGGLER's comm.]* What does it smell like? I'm not trying to be morbid, but—

**SMUGGLER**

*[Into comm.]* Like chemicals, mold, and meat. Just point me to wherever the Imps still have a working scanner.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER places down the jammer.]*

That's the last one. Four jammers, four escape routes set.

**Riley**

*[On SMUGGLER's comm.]* I'll take care of Happy here. Don't worry about a thing.

Keep yourself alive and make us rich.

---

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**“Happy” Dapp**

So the plan's easy. Droid flies you in, you grab what you can, you fly out. We activate the jammer, you live to hit lightspeed.

**SMUGGLER**

And you want to do this four times?

**“Happy” Dapp**

The longer you stick around plundering a vault, the more time for something to go wrong. But they won't expect four different facilities in one day.

Besides...truth is, we don't know that's in these places. You hit the jackpot right away, we can call it quits early.

**SMUGGLER**

Fingers crossed, then. Wish me luck.

THE FIRST OF FOUR	
<p>NAR HYPÄ</p> <p>Story Mission Level 40</p>	MISSION DESCRIPTION
	<p>Happy laid out the plan. He intends for B9-DT to fly you into one of the facilities, you to grab whatever you are able to take, and then for you to fly out. Once out, the jammers will be activated, which will allow you to escape undetected. Because there are four facilities, he wants you to perform the feat four times, unless you happen to hit a jackpot right off the bat. Time to make preparations to leave.</p>

*[Later, somewhere on Nar Hypa.]*

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER? Whatever you do, don't slow down. Grab what you can, get out, and don't get greedy.

**SMUGGLER**

*[Into comm.]* I don't even understand what you're saying.

**Riley**

*[On SMUGGLER's comm.]* Unless you want to fight a whole base full of Stormtroopers, figure it out.

*[SMUGGLER progresses, battling Stormtroopers and Interrogator Droids. SMUGGLER encounters and defeats Taskmaster Bisk. SMUGGLER finds a supply cache.]*

**SMUGGLER**

*[Into comm.]* Looks like we've got seized medical supplies here. No idea what they're worth.

**Riley**

*[On SMUGGLER's comm.]* Stuff the cargo hold and go. I'm picking up a dozen alarms already.

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**“Happy” Dapp**

Oh, we are off to a grand start! Trade League tried to smuggle in those medical supplies weeks ago.

**SMUGGLER**

I’ve only got one question: We rich yet?

**“Happy” Dapp**

Not by my standards. You better hit your next target before the Imperials get prepped.

THE SECOND FACILITY	
<p><b>NAR HYPA</b></p> <p>Story Mission <span style="float: right;">Level 40</span></p>	MISSION DESCRIPTION
	<p>The medical supplies you recovered was from a shipment the Trade Spine League tried to smuggle in weeks ago. They will be quite pleased to hear about the recovery.</p> <p>While the medical supplies will bring in some amount of money, it is not quite the value that Happy was looking to see, certainly not enough for retirement. Happy wants you to hit the next facility before the Imperials can get prepared.</p>

*[Later, somewhere on Nar Hypa.]*

**B9-DT**

*[On SMUGGLER’s comm.]* B9-DT = accessing inventory // Seized starship weapons component = found

**SMUGGLER**

*[Into comm.]* Oh, I like this. Now you’re getting into the spirit of the heist!

**B9-DT**

*[On SMUGGLER’s comm.]* B9-DT = expecting fair cut // B9-DT = retiring to obscurity

*[SMUGGLER progresses, battling Stromtroopers, Interrogator Droids, and Imperial Ensigns. SMUGGLER encounters and defeats Agent Kaoul. SMUGGLER finds a supply cache.]*

**SMUGGLER**

*[Into comm.]* Hey, Happy? You know what a XJ9 hypercharger does? I just found a shipload of them.

**“Happy” Dapp**

[*On SMUGGLER’s comm.*] Not a clue. Hold on—your sister’s talking...

Still don’t know, but she looked up the black market price. We’re in luck.

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**Riley**

We’ve got enough goods to sell. The Imps are catching on—someone called “Commander Bragh” put out a general alert.

**“Happy” Dapp**

Maybe so, but our droid here can flip the shuttle’s ID tags a few more times. Why walk away with less than we planned for?

**SMUGGLER**

It’s all right. We haven’t hit the jackpot yet...might be nice to have real money for a change.

YOU FOUND WHAT?	
<p><b>NAR HYPA</b></p> <p>Story Mission <span>Level 40</span></p>	MISSION DESCRIPTION
	<p>Riley informed you that the Imperials are starting to catch on to you, and they have put someone named Commander Bragh on alert. Still, you and Happy feel that you have not quite hit the mother lode. Happy thinks that you will be able to flip the salvaged Imperial shuttle’s tags a few more times to fool the Imperial forces, allowing you to check out the final two facilities. You agree.</p>

[*Later, somewhere on Nar Hypa.*]

**Riley**

[*On SMUGGLER’s comm.*] Listen, SMUGGLER. You think it’s greed that makes Happy keep sending you out?

He doesn’t mind if you get killed. That’s what he wants.

**SMUGGLER**



[*Into comm.*] Look, after everything we've been through...we're so close to hitting it rich.

I've learned a lot in the past weeks. From the Trade League, Nogba and the syndicate, even the Rebels...

I've got tricks the Imps aren't ready for. Have some faith.

[*SMUGGLER progresses, battling Stormtroopers, Interrogator Droids, and Imperial Ensigns. SMUGGLER encounters and defeats TK-408, TK-412, and Captain Zaul. SMUGGLER finds a supply cache.*]

This is—blast. Fruit imports. Rotted.

**Riley**

[*On SMUGGLER's comm.*] Are you serious? You risked your life for rotten fruit?

**SMUGGLER**

[*Into comm.*] If I didn't have to run out of here, I promise...I'd be cursing a lot right now.

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**Riley**

So what now, Happy? You said "score of a lifetime," and we're—

**"Happy" Dapp**

We're fine! We've got a few more hours before the Imps start locking down the intercept stations.

**SMUGGLER**

We try the last one, then?

**"Happy" Dapp**

Oh, yeah. But, uh—there's a reason I left this one last on the list.

**Riley**

Happy...

**"Happy" Dapp**

It's got more guards. Couldn't find anything in the Rebels' data about what's locked inside.

**SMUGGLER**

Highest risk, highest reward?

**“Happy” Dapp**

That’s what I’m hoping.

**SMUGGLER**

One more time, then.

**“Happy” Dapp**

See you real soon, SMUGGLER.

RISK VERSUS REWARD	
NAR HYPA	MISSION DESCRIPTION
	Only one more facility remains for you to investigate, and Happy reassured you that you have a few more hours before the Imperials begin locking the places down. He explained that he saved this facility for last because it is guarded better than the others. Both of you believe the increased security indicated a more valuable prize. Despite the risk, you decide to move forward.
Story Mission	Level 40

[*Later, somewhere on Nar Hypa.*]

**Riley**

[*On SMUGGLER’s comm.*] SMUGGLER? Something’s going on...having a hard time getting a transmission through.

**SMUGGLER**

[*Into comm.*] Meaning what? This a trap?

**Riley**

[*On SMUGGLER’s comm.*] I don’t know. I don’t think so. Whatever’s in there—

[*SMUGGLER progresses, battling Stormtroopers, Interrogator Droids, and Imperial Ensigns. SMUGGLER reaches a computer terminal.*]

**SMUGGLER**

[*Into comm.*] Riley? I don’t know if you can hear me, but I’m not finding much in the way of goods here.

All looks like comm recording equipment. And jammers, maybe?

**Riley**

[*On SMUGGLER's comm.*] —hear me?

—blocking comm traffic from the rest of the galaxy. Maybe that's what—

**SMUGGLER**

[*Into comm.*] Blast. Hold on. Hey, droid?

**B9-DT**

[*On SMUGGLER's comm.*] Contraband transmissions = downloading // Playback = beginning

**SMUGGLER**

[*Into comm.*] Not really what I wanted, but I guess blocked messages could fetch a decent price. Anything interesting?

**Princess Leia**

[*Speaking through a prerecorded hologram.*] This is Leia Organa, last princess of Alderaan, former member of the Galactic Senate, and a leader in the Alliance to Restore the Republic. I have a message for the galaxy.

Emperor Palpatine—the greatest tyrant civilization has ever known, responsible for death and suffering beyond measure—is dead.

**SMUGGLER**

[*Into comm.*] When's this recording from?

**B9-DT**

[*On SMUGGLER's comm.*] Recording = approximately two months old // Sending date = date of Iron Blockade establishment

**SMUGGLER**

[*Into comm.*] No wonder the governor's been keeping us ignorant. My stars...

**Princess Leia**

[*Speaking through a prerecorded hologram.*] He and a second Death Star battle station were destroyed by Alliance forces earlier today.

This does not mark the end of the Empire. The fight will continue. But you must take this opportunity. Join us in the foundation of a new Republic to be shaped by the will of the governed.

Claim your freedom and your future. Help is on the way.

**SMUGGLER**

[*Into comm.*] Droid? Save a copy and see if you can transmit one to Riley.

Don't know who, but I bet someone will pay a bundle for a secret this big. We may be getting rich after all.

---

*[Later, at the Carbon Score Cantina on Burnin Konn. The cantina is trashed and in flames. There are several corpses. SMUGGLER is immediately confronted by Stormtroopers. SMUGGLER defeats them. SMUGGLER sees that "Happy" Dapp has been killed. Riley emerges from hiding in the back of the cantina.]*

**SMUGGLER**

Riley? Riley! What happened?

**Riley**

SMUGGLER? I'm sorry...I'm really sorry.

**SMUGGLER**

Are you okay? Who did this?

**Riley**

I was so busy watching Happy. I kept thinking he would turn on us...I got stupid.

It was the Imperials. Purge Troopers. They came for the recording.

**SMUGGLER**

You saw it? You saw the princess?

**Riley**

Would've been better if we hadn't. I heard them talking. The Purge Troopers have a protocol.

Anyone who knows about the Emperor's fall is marked for death.

**SMUGGLER**

That's crazy. The governor can't—

**Riley**

I'm not finished! It's anyone who knows...and everyone they've met. Friends, family, shopkeepers.

The Purge Troopers are treating it like a disease. People who come in contact with the truth are tracked down, quarantined, and killed.

They said something about Commander Bragh's orders. They'll be hunting us.

**SMUGGLER**

Purge Troopers. Stars.

Okay. Okay, so we need a plan. What about—

**Riley**

Happy saved me. Idiot hid me when they came.

**SMUGGLER**

I'm sorry. Blast. Okay—this Bragh hits us, we hit back. He killed our friends—

**Riley**

No. No, don't be stupid. Revenge can wait. Survival comes first.

**SMUGGLER**

All right. I've still got that recording. We could dump it, but we know what it's worth.

**Riley**

Agreed. I've got some ideas. We can buy our safety, or at least try.

**SMUGGLER**

So we gather up our friends, any allies we can get while we look for shelter. Then what?

**Riley**

First we go to the Marketplace. Hide out in familiar territory.

Then...we get off Burnin Konn. My leg is working again. We go to Cloud City.

Might take time to get access, but we support the Trade League against the Empire, we'll clear the way.

**SMUGGLER**

Okay. Cloud City. I trust you. Never liked this place anyway.

**Riley**

It's too bad, though. About all this...

Would've been nice to be rich.

*[SMUGGLER leaves the Carbon Score Cantina and goes to the Longstar Marketplace. From there, SMUGGLER leaves for the Paradise Atrium on Cloud City, Bespin.]*

## Chapter II

### THE PURGE

The galaxy reels from the death of Emperor Palpatine. Yet in the isolated Anoat sector, the Emperor's fall remains a terrible secret thanks to the crushing grip of Governor Adelhard and his Iron Blockade.

Now two siblings working alongside smugglers and gangsters have learned the truth, stealing a recording that proclaims Palpatine's death and urges an uprising against the Empire.

The governor's chief enforcer, COMMANDER BRAGH, seeks to kill anyone who might have seen the recording, forcing the siblings to seek refuge in the orbital colony of CLOUD CITY....

---

*[The gas giant Bespin. A twin-pod cloud car flies towards Cloud City. SMUGGLER enters the Paradise Atrium.]*

**SMUGGLER**

Quite a place here, Nogba. Makes the Burnin Konn spaceport look like a real rat-house.

**Nogba Quush**

I do not mind a "rat-house." But my employer has finer tastes. Meet Voras, secret hand behind the Ivax Syndicate.

**Voras the Hutt**

Mm. You bring me this, Nogba? Two Burnin Konn refugees, while I fight a war?

**SMUGGLER**

It's an honor to meet you, Voras. Not my style to come crawling for a deal, and it sounds like you're busy, but—

**Riley**

I told them. We need protection from the Empire. We're willing to work, and we have the hologram as downpayment.

**Voras the Hutt**

Yes. A princess's message about the Emperor's death. How convenient.

**Riley**

If the Empire is falling apart, that means the blockade isn't coming down. That means no supplies or reinforcements or anything from outside.

Tell me that doesn't affect business. Tell me your plans don't change, knowing the governor's as isolated as we are.

**SMUGGLER**

Or sell it to the Rebels. Sell it to an Imp who's still in the dark. You got doubts, we can show it to you.

**Voras the Hutt**

I have no doubts! The Empire's prevarications do not fool the sector's elite. Proof is valuable. But there are reasons we do not act on the truth.

**Nogba Quush**

Governor Adelhard. His bloodhound Bragh. They can be problems, even for us.

**Voras the Hutt**

Hiding you would not be difficult. But to remove Commander Bragh's death mark altogether...

**SMUGGLER**

The Empire's killing everyone we ever talked to. Hiding won't save my friends.

**Riley**

All we need is leverage. A way to get at Bragh or Governor Adelhard.

**SMUGGLER**

And Bragh's bound to come after the syndicate eventually. Let us help you make the first move.

**Nogba Quush**

See, Voras? They are most convincing together. And there are SMUGGLER's skills. Exactly what we require since—

**Voras the Hutt**

Yes, yes. Since my best bounty hunter has yet to regrow his arm. Nogba says you are very good at hunting gang leaders.

**SMUGGLER**

I've taken on lowlifes on Burnin Konn, Mataou...Hoth, too. If you've got a gang war on your hands—

**Voras the Hutt**

All of them, insignificant players! I have only one competitor left: The Zenowai Crime Society.

**Riley**

I thought the Zenowai vice rings kept to the Core Worlds? What are they doing slumming it out here?

**Nogba Quush**

Four emissaries came to negotiate trade with us. They were trapped behind the blockade.

**Voras the Hutt**

Now they buy the loyalty of Cloud City's security force. The gangs you destroyed? The Zenowai wish to control and rebuild them.

Whoever runs Cloud City's black market drinks from its sea of profits. Whoever profits off Cloud City can control the sector.

**SMUGGLER**

So let me and Nogba handle your competition while you and Riley work out a plan against Commander Bragh.

**Riley**

I'm up for it if you are. Just make sure my [brother/sister] gets the best equipment credits can buy.

**Voras the Hutt**

Mm. Very well. Remove the four Zenowai, and we will strike at Commander Bragh. Fail, and I withdraw all protection.

**SMUGGLER**

Looks like I'm your new bounty hunter, Nogba. Point me to your first target.

**Nogba Quush**

The Zenowai hide in the industrial levels, protected by corrupt Cloud City security. But you are good at finding. We go.

---



SUBSTITUTE BOUNTY HUNTER	
<div>CLOUD CITY</div> <div>Story Mission</div> <div>Level 40</div>	MISSION DESCRIPTION
	<p>Rising to the top of the Empire's most wanted list, you and Riley fled Burnin Konn and sought refuge in Cloud City. You met with Voras the Hutt, the secret leader of the Ivax Syndicate and requested his assistance in removing the death mark. A shrewd business dealer, Voras told you that if you wanted his assistance, you would need to earn it.</p> <p>Voras decided that you can work as one of his bounty hunters as your method of paying him for his assistance. He wants you to hunt down four emissaries of the Zenowai Crime Society who hide within the bowels of Cloud City.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**Nogba Quush**

*[On SMUGGLER's comm.]* Voras thinks you are only good for small jobs. But I saw you on Burnin Konn. I think big gangs, small gangs...not so different.

**SMUGGLER**

*[Into comm.]* Here's hoping. So assuming I can get past the corrupt Cloud City security forces, who am I looking for?

**Nogba Quush**

*[On SMUGGLER's comm.]* Shoja Ko. Former overseer of all spice gangs on Plexis. We give you...smallest bounty for him. Plexis is not huge planet.

**SMUGGLER**

*[Into comm.]* Never taken a bounty before. Could be fun.

**Nogba Quush**

*[On SMUGGLER's comm.]* Shoja Ko thinks much of himself. Irritant. Also good killer, so still be cautious.

*[SMUGGLER progresses, battling Cloud City Security. SMUGGLER encounter Shoja Ko.]*

**SMUGGLER**

Shoja Ko? I hear you and your pals came as guests to Cloud City then tried to take it over. Seems rude.

**Shoja Ko**

If I'm stuck in this garbage heap, I may as well rule it.

**SMUGGLER**

Hold on. Are you calling Cloud City a garbage heap?

**Shoja Ko**

Never been on a civilized planet, have you? Your brain would fry in the tackiest flophouse on Coruscant.

*[SMUGGLER battles and defeats Shoja Ko.]*

**SMUGGLER**

*[Into comm.]* Hey, Nogba? Couldn't take him alive, but Shoja Ko's down. How's this bounty think work? I send you a bill?

**Nogba Quush**

*[On SMUGGLER's comm.]* No need. Your credits will arrive. Maybe you use for training? To keep you alive?

**SMUGGLER**

*[Into comm.]* Sounds good to me. One crime lord down, three to go. I just hope Riley and Voras are getting on this well.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Voras the Hutt**

SMUGGLER. Your sister is intolerable. She would waste all my resources on your vendetta against Commander Bragh!

**SMUGGLER**

I've lived with her for years—I'm sympathetic.

**Riley**

Voras is just bitter he didn't bring me on sooner. How's the hunt for crime lords going?

**SMUGGLER**

You know these Zenowai bosses used to run whole planets? Makes what we did on Burnin Konn seem, I don't know—

**Riley**

Petty? We're high-class criminals now. We made it to the top. Just had to anger the whole Empire to do it.

**Nogba Quush**

But to stay at the top, you must work. I have your second target: Slim Jek. Advisor to criminals all over Duro sector.

**SMUGGLER**

Sounds like a poor man's Riley.

**Nogba Quush**

The Imperials want him for ordering many, many assassinations. They offer even higher bounty than us.

**SMUGGLER**

I doubt I could collect from them. Let's go.

---

HUNTING FOR SLIM JEK	
CLOUD CITY	MISSION DESCRIPTION
<p>Story Mission</p> <p>Level 41</p>	<p>By the time you returned, Voras and Riley already had the information ready for your second target. His name is Slim Jek, an advisor to criminals all over the Duro sector.</p>

---

*[Later, somewhere on Cloud City, Bespin.]*

**SMUGGLER**

*[Into comm.]* Say, Nogba? When I'm through, get some syndicate boys down here. Otherwise these security goons will just hold the territory.

**Nogba Quush**

*[On SMUGGLER's comm.]* Ha! You have experience in these matters.

This is why you will become big [man/woman] with us. Earn much money and much respect.

**SMUGGLER**

*[Into comm.]* And work from now on as a bounty hunter? Nogba, after what I've seen lately, it's almost tempting.

*[SMUGGLER progresses, battling Cloud City Security. SMUGGLER encounters Slim Jek.]*

**Slim Jek**

Ah. Well. I hereby surrender to the mighty Ivax Syndicate!

**SMUGGLER**

Wasn't expecting that. Not complaining, but why the sudden change of heart?

**Slim Jek**

The others—Shoja Ko, Roen Torcher, Mehedo Clynch—see your sector as ripe for the picking. A chaotic place that needs a guiding hand.

But the chaos is more complex than we envisioned. I see no need to die for my mistake.

**SMUGGLER**

Good enough. Two more crime bosses to go.

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

That last crime boss? He just surrendered. This is too easy, Voras.

**Riley**

Tell you what: Why don't I shoot the gangsters and you figure out how to handle Commander Bragh?

**SMUGGLER**

Aw, come on, Riley. You love the scheming part. That's your thing!

**Nogba Quush**

If you are needing a challenge, your next target may provide. Roen Torcher. Zenowai enforcer.

**Voras the Hutt**

Roen Torcher maimed our last bounty hunter. You will have one credit for every drop of blood spilled.

**SMUGGLER**

I'll take him in. Alive if I can, dead if I have to.

BOUNTY ON THE BOUNTY HUNTER	
CLOUD CITY	MISSION DESCRIPTION
<p>Story Mission</p> <p>Level 42</p>	<p>Voras provided you with the information on your third target from the Zenowai Crime Society. His name is Roen Torcher, a Zenowai enforcer responsible for maiming one of Voras' bounty hunters.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**Nogba Quush**

*[On SMUGGLER's comm.]* Your target? Roen Torcher? He is also a bounty hunter. Now with a bounty on him. Ha!

He has been working since Republic days. Killed a Senator, went underground, joined the Zenowai.

**SMUGGLER**

*[Into comm.]* All I'm hearing is "He's a mean old man, and his time is up."

*[SMUGGLER progresses, battling Cloud City Security. SMUGGLER encounters Roen Torcher.]*

**Roen Torcher**

You took out Shoja Ko, captured Slim Jek. But you haven't been at this long, have you?

Outdated tech, sluggish moves...real squeamish, too. On Coruscant, you'd be dead in a week.

**SMUGGLER**

We aren't on Coruscant. We're in my sector, and I want you out.

**Roen Torcher**

Too bad. You have any idea what you're fighting? Shoja and Slim were morons, but the boss is the real deal. Now you got his attention.

*[SMUGGLER battles and defeats Roen Torcher.]*

**SMUGGLER**

*[Into comm.]* Roen tried to scare me, talked about his boss's big plans. We ready to take down our last crime lord?

**Nogba Quush**

*[On SMUGGLER's comm.]* Soon. The Syndicate is again in your debt. Should we upgrade your guest rooms?

**SMUGGLER**

*[Into comm.]* Is that how things work around here?

**Nogba Quush**

*[On SMUGGLER's comm.]* Better guest rooms and a feast, for you and your sister! We want you happy. We want you staying.

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Riley**

So, SMUGGLER—Voras and I think we can broker a deal with Commander Bragh.

**SMUGGLER**

A deal? I figured we would take him down, blackmail him, get him replaced, something.

**Riley**

We have to be practical. Bragh's too well protected for anything but a light touch.

**SMUGGLER**

We owe Happy better than bartering with his killer. Riley, he saved you—

**Riley**

Happy save me because—because he was nuts. He wasn't our friend, and we don't owe him!

**Nogba Quush**

Discuss this later! News of the last Zenowai, Mehedo Clynch. He has paid security teams to shut down two mining levels. Workers who show for work are beaten, made examples.

**Voras the Hutt**

That is mad! Unless...He wishes to starve us. Drain our coffers.

There is nothing we can do about your Imperial troubles now. If the mines do not reopen, we will soon be helpless.

**SMUGGLER**

Hang tight—I'll see what I can do to help the workers. Just have some of your enforcers behind me.

**Voras the Hutt**

Mm. Yes. Let us hope this does not escalate more.

---

CORRUPT SECURITY	
<p><b>CLOUD CITY</b></p> <p>Story Mission <span style="float: right;">Level 43</span></p>	MISSION DESCRIPTION
	<p>While you were gone, Riley and Voras made some progress on a plan to deal with Commander Bragh's death mark, though they are still working through the details.</p> <p>Impatient to deal with the last of the Zenowai, Nogba provided you with the information for the last target. The name is Mehedo Clynch. He has been paying off the corrupt Cloud City security to shut down a couple of the mining levels and beat any miners who show up to work. With part of his income threatened, Voras urges you to get the mines reopened before dealing with Mehedo directly.</p>

*[Later, somewhere on Cloud City, Bespin. SMUGGLER approaches the Chief Miner.]*

**Chief Miner**

Hey! Look, none of us are working. We're not causing problems. But you better—

**SMUGGLER**

Hold off on the threat. I'm your protection—I hear security's thrashing anyone running equipment?

**Chief Miner**

Huh. Well, yeah. Which means my people don't get paid. Broken arms if we do our jobs, starving kids if we don't. Not a great choice.

**SMUGGLER**

Lady, you're in luck. Do your thing and let me worry about my arms.

**Chief Miner**

And if security shoots you? What do we say then?

**SMUGGLER**

Tell them I forced you to work. I'll be dead—won't hurt my feelings.

**Chief Miner**

Your life, pal. Good luck.

*[The miners get back to work. SMUGGLER battles and defeats Cloud City Security.]*

**Chief Miner**

Hey—hey! You all right?

**SMUGGLER**

See? Both arms unbroken. Told you I'd keep you protected, and my buddies have more muscle on the way.

**Chief Miner**

Yeah. Huh. I wasn't actually expecting that to work. We owe you.

**SMUGGLER**

[*Into comm.*] Nogba? Secured the level and made some friends. How can the whole city security force be so corrupt, anyway?

**Nogba Quush**

[*On SMUGGLER's comm.*] Before the Empire placed its garrison, security was mostly decent. Irritating, but decent. Because of the Empire, many good men left. After, bad men joined.

Now Governor Adelhard has withdrawn the main garrison. But the city security—

**SMUGGLER**

—is still bad. I got it. Never much liked police anyway.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Nogba Quush**

One level of the mines is reclaimed. One still is occupied.

**Voras the Hutt**

This sector...all crime in it should be mine. Even the little gangs. I could gift Burnin Konn to you both.

One man stands in my way. This Zenowai would ruin all we've built! His death will mean peace. His victory is unthinkable.

**SMUGGLER**

It's a little early for that much pessimism. We'll take back the mines' second level, then go after the man himself.

**Riley**

Sorry. I didn't hear anything after "gift Burnin Konn to you both."



**Nogba Quush**

We will take back the mines today, mighty Voras. The first level was defense. Now we use force.

SECOND MINING LEVEL	
CLOUD CITY	MISSION DESCRIPTION
<p>Story Mission</p> <p>Level 44</p>	Voras wants you to head to the second level of mines that the corrupt security forces shut down and get them operational again.

*[Later, somewhere on Cloud City, Bespin.]*

**Nogba Quush**

*[On SMUGGLER's comm.]* The tragedy of this? It is unnecessary. The Zenowai could have been allies. It is the Iron Blockade I blame.

**SMUGGLER**

*[Into comm.]* Tension's getting high in the sector, everyone's fighting for scraps. I see it, Nogba.

**Nogba Quush**

*[On SMUGGLER's comm.]* How long before the syndicate must fight the Trade League, too? Ah, SMUGGLER. It is a pity, is all.

We have enough problems now, though. You clear the mines. Maybe teach Cloud City security its lesson.

*[SMUGGLER progresses, battling Cloud City Security.]*

Ha! Good news, SMUGGLER. Cloud City security? They no longer answer to the Zenowai boss.

**SMUGGLER**

*[Into comm.]* You're kidding! Guess they realized they were on the losing side.

**Nogba Quush**

*[On SMUGGLER's comm.]* Soon we have victory, yes? Voras is happy, I am happy. Then you get your Imperial problems solved.

**SMUGGLER**

*[Into comm.]* Nogba, buddy? I think you just jinxed it.

*[The floor starts shaking. Cloud City begins listing to the side and falling through the clouds.]*

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Voras the Hutt**

Nogba. SMUGGLER. What have you done?

**SMUGGLER**

We freed your mines and scared off the security teams, is what we did. Now we're ready to go after that crime boss—

**Riley**

You forced him into a corner. We just got word. He seized the mining droids during the takeover—

**SMUGGLER**

So what? We'll shoot them, too.

**Voras the Hutt**

The droids are sabotaging the city repulsors! He intends blackmail. An ultimatum—or else he will crash Cloud City!

**Riley**

We will handle this, Voras. Those droids are controlled from central units. We just need to shut them down.

**Nogba Quush**

She is right. I can direct you, but we must be fast.

**SMUGGLER**

Do I look like I've got wings? I don't want this place crashing either. Let's move!

CITY SABOTAGE	
<p><b>CLOUD CITY</b></p> <p>Story Mission</p> <p>Level 45</p>	MISSION DESCRIPTION
	<p>When you met with Voras, not only was he displeased, he was on the verge of panic. According to Riley, your recent actions made Mehedo desperate. She said that he seized mining droids and sent them to sabotage the city's repulsors, the mechanisms that keep Cloud City aloft. Voras wants you to stop the sabotage.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**SMUGGLER**

*[Into comm.]* Give me our status, Nogba. How much time before the city falls?

**Nogba Quush**

*[On SMUGGLER's comm.]* An hour, perhaps? But the Zenowai will not slay us immediately. He will use this as a bargaining chip.

**SMUGGLER**

*[Into comm.]* And how many droid control stations do I need to get to by then?

**Nogba Quush**

*[On SMUGGLER's comm.]* Two. Do not let this be your first time failing us.

*[SMUGGLER progresses, battling Mining Droids. SMUGGLER reaches the first control station.]*

Half the droids have ceased functioning. Only the second control station remains.

**SMUGGLER**

*[Into comm.]* This is crazy. One vice lord, threatening to kill a whole city in the name of business! Nogba...I think I'm losing my taste for organized crime.

**Nogba Quush**

*[On SMUGGLER's comm.]* Ha! I don't blame you.

**SMUGGLER**

*[Into comm.]* I'm serious. Small-time crooks are vicious. Turns out the big-timers are worse. If we ever straighten out things with the Empire...

...well, I don't know what I'll do next. But profitable or not, I don't know if my future's in bounty hunting after all.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Voras the Hutt**

Your sister is mad! Cloud City falls, but she still insists on discussing your Commander Bragh.

**SMUGGLER**

You two having another spat?

**Riley**

I was just pointing out that one rich crime boss found a way to hold Cloud City hostage. If he can do that, the syndicate can at least find leverage against the Empire.

**SMUGGLER**

Leverage is good. But this crime boss is going down anyway. Cloud City stays in the air. You know why?

**Riley**

Because my [brother/sister]’s really good at what [he/she] does?

**SMUGGLER**

Nah—it’s because Mehedo Clynch is going it alone, and I’ve got allies. Nogba? Let’s stop the rest of those droids and save this city.

SECONDARY REPULSORS	
CLOUD CITY	MISSION DESCRIPTION
<p><b>Story Mission</b></p> <p><b>Level 46</b></p>	<p>When you returned to the Atrium, you found Voras and your sister arguing. She wanted to continue focusing efforts on the plan for Commander Bragh, even while you were dealing with the situation in Cloud City. Understanding the more immediate threat to the city, you need to deactivate the second droid control station before the city crashes.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**Nogba Quush**

*[On SMUGGLER’s comm.]* Your sister and Voras. You should know—they fight, but they get on well. Very well, for Voras.

**SMUGGLER**

*[Into comm.]* Can’t say I’m too surprised. She’s smart, ruthless, and she loves the décor in this place.

**Nogba Quush**

*[On SMUGGLER’s comm.]* Perhaps if we stop the droids the guest rooms will not be crushed and burned.

*[SMUGGLER progresses, battling Mining Droids. SMUGGLER reaches the second control station.]*

**SMUGGLER**

[*Into comm.*] Nogba? That's the droids dealt with. Get someone to repair this damage, and Cloud City's safe again.

**Nogba Quush**

[*On SMUGGLER's comm.*] It is good. I will do that.

**SMUGGLER**

[*Into comm.*] And after? Find me this crime boss. I've got one last bounty to collect.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**SMUGGLER**

The city's safe. Nogba and me are going after the last Zenowai. After all this, you two better have something good to show.

**Riley**

It's shaping up to be a good plan. We're blackmailing the Empire, getting back at Commander Bragh, and "not going it alone." Something for everyone.

**Voras the Hutt**

But it is not without risk, and you still have not done your part.

**SMUGGLER**

Oh, you've got to—

**Voras the Hutt**

Your methods nearly resulted in disaster! Disaster is still possible!

**Nogba Quush**

I have found Mehedo Clynch in the carbonite shafts. He has hired local talent, but he will not escape, or pull other tricks.

**SMUGGLER**

I take this hunt personally, Voras. He tried to kill a city. I'll get the job done.

---

LAST OF THE ZENOWAI	
CLOUD CITY	MISSION DESCRIPTION
<b>Story Mission</b>	You met up with your associates in the Atrium one more time before readying yourself for your final Zenowai confrontation—Mehedo Clynch. Despite Voras' continued paranoia about Mehedo's last stunt, you leave him and Riley behind, confident you will get the job done.
<b>Level 47</b>	

*[Later, somewhere on Cloud City, Bespin.]*

**Riley**

*[On SMUGGLER's comm.]* I'm glad you're excited, but SMUGGLER? You know who you're up against?

**SMUGGLER**

*[Into comm.]* The man who bribed a whole security force and held a city hostage? Sure.

**Riley**

*[On SMUGGLER's comm.]* I mean it. Mehedo Clynch is a brute. Tore apart three Underworld Police teams on Coruscant.

**SMUGGLER**

*[Into comm.]* If Happy were here, he'd laugh and say "we ain't police."

**Riley**

*[On SMUGGLER's comm.]* You actually miss him, don't you?

**SMUGGLER**

*[Into comm.]* Maybe a little. The man kept things simple. Always admired that.

*[SMUGGLER progresses, battling Zenowai Gangsters, Zenowai Mobsters, and Zenowai Gang Leaders. SMUGGLER encounters Mehedo Clynch.]*

**Mehedo Clynch**

Ah! The Ivax Syndicate's enthusiastic young recruit. I'd offer you a drink, or a bribe, but I hear you'd only refuse.

**SMUGGLER**

Probably. Look, I really don't like you...but if you want to stop fighting, maybe we can work something out.

You're trapped in this sector, but there are ways past the Iron Blockade. Maybe we sneak you back home somehow.

**Mehedo Clynch**

I think that unlikely. Your Governor Adelhard will squeeze this sector for years to come—if not decades.

I've heard the same rumors about the Emperor you have. But in this sector, the Empire is not falling...and neither am I.

*[SMUGGLER battles and defeats Mehedo Clynch.]*

**SMUGGLER**

*[Into comm.]* Nogba? We're done. No more Zenowai, no more Mehedo, no more threat to the city.

**Nogba Quush**

*[On SMUGGLER's comm.]* Good. Voras and your sister wish to speak.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Voras the Hutt**

The situation must be addressed. The Empire may be collapsing, but not in our sector. Governor Adelhard and his pet will not ignore us forever.

**SMUGGLER**

That's what we've been telling you. Say—how about “congratulations on taking out the Zenowai boss, SMUGGLER”?

**Riley**

Hush. Voras and I have figured things out.

**Voras the Hutt**

You wish immunity to Commander Bragh and his purge teams. You wish your death mark gone.

I cannot do this. But other forces, combined with my syndicate, can.

**Riley**

Voras knows things, knows people I've barely heard of. They're on uneasy terms with the syndicate, but we can reach out.

**SMUGGLER**

And together, what...we hit back hard, wipe out Bragh's purge teams altogether?

**Riley**

Something like that. Maintaining the blockade, keeping the sector running...the Empire has enough on its hands.

**Voras the Hutt**

The Empire cannot afford a powerful enemy. We demonstrate our strength. We make our demands...reasonable.

**Riley**

Including safety for you and me. We good with this plan?

**SMUGGLER**

Yeah. Yeah, that'll work. But if these potential "allies" are on bad terms with us, how do we convince them?

**Voras the Hutt**

You, SMUGGLER, will act as emissary of the Ivax Syndicate. You will offer your services in a gesture of goodwill.

**Riley**

People like you. And people like seeing you solve their problems. I think you just proved that to Voras.

**Nogba Quush**

I will regret not working closely with you anymore. But you are promoted! As I said, you become big [man/woman].

**Voras the Hutt**

Nogba and I will return to the shadows. The syndicate must have its privacy.

**SMUGGLER**

Right. So who's going to keep us in the loop?

**Riley**

Me.

**Voras the Hutt**

Riley will be my envoy and voice on Cloud City. She will speak to you and our contacts while I remain hidden.

**SMUGGLER**

Well, isn't that a surprise? I knew you two were getting awfully close. Guess it's promotions and congratulations all around.



**Riley**

I've already set up a contact for you at the Apex Overlook. One of the richest people in the sector. No rush, though.

**SMUGGLER**

Oh, there's a rush. We may feel comfy here, but anyone we talk to still gets marked for death by the Empire.

**Riley**

That won't be for much longer. Do what you do. Make us new friends. And we'll get our lives back.

---

*[Later, at the Apex Overlook on Cloud City, Bespin.]*

**Elenzia**

I believe this is your appointment, sir. SMUGGLER, of the Ivax Syndicate.

**Sir Corto Belrake**

Yes. You have the stench of vice dens on you. Fortunately, it wafts away in the breeze.

**SMUGGLER**

Since I'm supposed to be making friends, I'm going to let all that pass.

**Sir Corto Belrake**

Ha! You have the privilege of addressing Sir Corto Belrake, agent of Her Majesty and the court-in-exile.

**SMUGGLER**

That's a real pretty title, but I can't say I've heard of you.

**Sir Corto Belrake**

Of me, personally? No, I've yet to earn my glory. Her Majesty's name, of course, is hidden by tradition.

But before the Empire came, we ruled this sector. After the Empire withers, we will do so again.

**SMUGGLER**

Hold on—you're really nobility? I thought the Empire wiped you all out years ago.

**Elenzia**

So they claim. Yet we survive the bounties and the kill orders. We are not fools, Sir Corto's affectations to the contrary.

**SMUGGLER**

Where do you all hide? How do you—

**Sir Corto Belrake**

We have our retainers, our talents, and our resources. We simply don't wave them around like gangsters.

Now your masters inform us that the Emperor's time is past, and the governor is vulnerable.

**Elenzia**

An alliance against the fiend Bragh and his purge teams is a prospect that intrigues Her Majesty.

**SMUGGLER**

Then you know I'm here to make that alliance real. Whatever you need, I'll make it happen.

**Sir Corto Belrake**

You offer problems solved by untraditional means, yes? We will make use of it.

Earl Alner was once a valued member of our court. But he chose division over unity when the Iron Blockade arose.

**Elenzia**

He employed assassins against his rivals, seeking opportunity in chaos.

**Sir Corto Belrake**

These actions...shame me, and weaken the court. But he may yet have allies.

**SMUGGLER**

So Her Majesty needs an outsider to take him down, because she can't trust her own forces. I get that right?

**Sir Corto Belrake**

Indeed. He must be stripped of his holdings and made to pay.

**Elenzia**

He once owned vast stretches of industrial and housing districts on Anoat. After the planet's ruination, he fortified his territories for use in emergency.

He has fled there, where our reach is limited. You will have what support we can offer.

**Sir Corto Belrake**

And if you succeed...perhaps you will earn our friendship.

RUBBING ELBOWS	
<b>ANOAT</b>  <b>Story Mission</b> <b>Level 48</b>	MISSION DESCRIPTION
	You met with Sir Corto Belrake and Elenzia of the Noble Court, members of the nobility who once ruled the Anoat sector. Since the rise of the Empire, the Noble Court has been in hiding. The Ivax Syndicate desires an alliance with this secretive group. Before the Nobles will agree to an alliance, they want you to help them with their problem. They wish for you to go to Anoat to deal with Earl Alner, a member of the nobility who recently tried to eliminate the leader of the Noble Court.

[*Later, somewhere on Anoat.*]

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] The Earl's own forces are not massive, but he relies on droids and the twisted inhabitants of Anoat to create a buffer about his safe houses.

**SMUGGLER**

[*Into comm.*] I've been to Anoat before, met the locals. Kind of surprised the Earl set up shop here.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] His family ruled full levels of the city. He flees to the darkest hole he knows.

He has stockpiled many resources there. You will secure them...but do not touch.

[*SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs.*]

**SMUGGLER**

[*Into comm.*] Think I've found the Earl's stockpile. What's in here, anyway?

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] Precious metals, artifacts...and yes, weapons. Part of his fortune. It will be counted.

**SMUGGLER**

[*Into comm.*] You may not think much of me, but I promise—I don't steal from my friends.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] Good. Because this is merely the beginning.

[*Later, at the Apex Overlook on Cloud City, Bespin.*]

**Sir Corto Belrake**

It saddens me, you know. To use you in this affair—to show our shame to an outsider.

**SMUGGLER**

Infighting's nothing new to me. You got nothing to be ashamed of.

**Sir Corto Belrake**

Ah, but we are nobles. From birth, we are trained to put others' needs before our own. To lead our people to glory.

In a time of need, the Earl has broken that sacred trust for his own glorification.

**SMUGGLER**

You really believe all that?

**Sir Corto Belrake**

With all my heart. But for now, the Earl has another stockpile that must be denied him. Go.

NOBLE AFFAIRS	
ANOAT	MISSION DESCRIPTION
	Sir Corto expressed regret about having to involve you in, what he considered to be, shameful Noble Court affairs. The noble has the location of Earl Alner's second stockpile and wants you to go back to Anoat and seize it.
Story Mission	Level 49

[*Later, somewhere on Anoat.*]

**Riley**

[*On SMUGGLER's comm.*] SMUGGLER? You doing okay down there? I heard you're involved in some power struggle...

**SMUGGLER**

[*Into comm.*] Something like that. Riley, are these people for real? They seem a little...well, off.

**Riley**

[*On SMUGGLER's comm.*] Not the storybook version of the royals we got as kids, but they're real.

For all their bluster, they've survived against the Empire for decades. They've got resources we need.

**SMUGGLER**

[*Into comm.*] This "Sir Corto" guy doesn't seem like he'd survive a day on Burnin Konn.

[*SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs.*]

What the Earl's hoarding...don't think I've ever seen so many raw materials in my life.

**Riley**

[*On SMUGGLER's comm.*] I wouldn't get greedy. That "Sir Corto guy" you mentioned?

**SMUGGLER**

[*Into comm.*] What about him?

**Riley**

[*On SMUGGLER's comm.*] I did some research. He once fought off an Imperial TIE fighter squadron. From the ground.

**SMUGGLER**

[*Into comm.*] How is that—

**Riley**

[*On SMUGGLER's comm.*] No idea. I'm just saying: Don't get fooled by the shiny surface. There's durasteel under there.

---

[*Later, at the Apex Overlook on Cloud City, Bespin.*]

**SMUGGLER**

That's another stockpile seized. Go on, count everything—

**Sir Corto Belrake**

Perhaps later. We've located the Earl's guard captain and a full brigade of his droids.

They are moving to fortify a section of the Anoat ruins—we cannot let the Earl become entrenched!

**SMUGGLER**

On my way.

---

CAPTAIN OF THE GUARD	
<p><b>ANOAT</b></p> <p>Story Mission</p> <p>Level 50</p>	MISSION DESCRIPTION
	After seizing the Earl's two stockpiles, the noble started moving his forces to fortify a section of the Anoat ruins. Sir Corto urges you to move quickly to stop the Earl before he becomes too entrenched.

*[Later, somewhere on Anoat.]*

**SMUGGLER**

*[Into comm.]* Anything I should expect from this guard captain?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* She is of Nothoiin blood. Her species once ruled this sector, defined our noble traditions. The court is more diverse now, of course—

—but nonetheless, I admire her people. I wail to know she sides with the Earl.

**SMUGGLER**

*[Into comm.]* I meant more “will she try to shoot me or stab me”?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Oh! Stab. Definitely stab.

*[SMUGGLER progresses, battling Security Droids. SMUGGLER encounters Captain Hela.]*

**Captain Hela**

Her Majesty needs syndicate help to put down her enemies, huh?

**SMUGGLER**

In fairness to her, we volunteered. What's your problem with Her Majesty, anyway?

**Captain Hela**

The Earl wants the throne. Now seemed like a good time to take it.

**SMUGGLER**

With the Iron Blockade and the Empire a mess? Sir Corto says you're supposed to look out for the average people.

**Captain Hela**

And we will, I'm sure. After the Earl secures his position.

*[SMUGGLER battles and defeats Captain Hela.]*

**SMUGGLER**

*[Into comm.]* That's the captain of the guard handled. I'll be sore tomorrow, but it's all downhill from here, right?

**Elenzia**

*[On SMUGGLER's comm.]* Would that it were so, SMUGGLER. Would that it were so.

**SMUGGLER**

*[Into comm.]* You have to be pessimistic like that? Let me have this one.

**Elenzia**

*[On SMUGGLER's comm.]* "Oh, SMUGGLER. You have triumphed over adversity and truly, the Earl is bound to surrender before your superior skill and wit."

**SMUGGLER**

*[Into comm.]* Now that's better!

---

*[Later, at the Apex Overlook on Cloud City, Bespin.]*

**Sir Corto Belrake**

Most impressively done! Captain Hela scarred me in training more than once.

**SMUGGLER**

Nothing street smarts can't handle.

**Elenzia**

Meaning you've learned nothing from us so far?

**Sir Corto Belrake**

Regardless—the Earl is on the run. Our ships have engaged his spaceborn forces off Anoat.

**SMUGGLER**

You've got ships, too?

**Sir Corto Belrake**

Yet his schemes are still clouded. Your next task will be to retrieve his files from his last hideout. Go.

---

THE EARL'S FILES		
ANOAT		MISSION DESCRIPTION
Story Mission	Level 51	You have the Earl on the run, but the nobles still do not know the full extent of his plans. Sir Corto has asked you to retrieve the Earl's files from his last hideout.

---

*[Later, somewhere on Anoat.]*

**SMUGGLER**

*[Into comm.]* Hey, Riley. So now I'm supposed to visit the Earl's last location and figure out his "schemes."

**Riley**

*[On SMUGGLER's comm.]* And you have no idea what to look for? Just grab what you can. But listen—he started this with assassinations. Tricky ones.

**SMUGGLER**

*[Into comm.]* So he's got a bounty hunter, maybe, or a personal back-stabber?

**Riley**

*[On SMUGGLER's comm.]* Someone I'm not sure you want to mess with anyway. Be careful.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs.]*

**SMUGGLER**

*[Into comm.]* Sir Corto? No sign of the Earl, but I got his data. I'm heading back.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Please do. I'll have Elenzia sort through your findings.

---

*[Later, at the Apex Overlook on Cloud City, Bespin.]*

**Sir Corto Belrake**

Hello again. The Earl's assassin—the data you retrieved suggests he's still on Anoat.

**SMUGGLER**

You want me to go after him?



**Sir Corto Belrake**

And capture him, if possible, so that we might know the extent of his crimes.

This assassin already killed Duke Misaani and Earl Roubek without difficulty. You must be wary.

THE ASSASSIN	
ANOAT	MISSION DESCRIPTION
	According to the data you retrieved, the assassin hired by the Earl, the person who had already killed two other rivals of the Earl, was still on Anoat. Sir Corto wants you to track down and, if possible, capture the assassin.
Story Mission	Level 52

*[Later, somewhere on Anoat.]*

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* The Earl last met with his hired assassin nearby. If we're lucky, the denizens of Anoat have softened him for you.

**SMUGGLER**

*[Into comm.]* Knowing how to kill a sleeping duke doesn't mean he can fight straight-up. I'm not too worried.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* You should—

**SMUGGLER**

*[Into comm.]* Corto? I think I lost connection...

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER encounters Loathe.]*

Let's take this slow, now. You're the Earl's assassin?

**Loathe**

I am a person who once chose to aid the Earl. But circumstances have changed. He is no longer of interest.

**SMUGGLER**

Maybe he's losing and you're jumping ship? I still have to bring you in.

**Loathe**

I am not interested in fighting you, SMUGGLER. I came only to observe.

The syndicate chose well. We may speak again.

*[Loathe disappears in a cloud of smoke.]*

*[Later, at the Apex Overlook on Cloud City, Bespin.]*

**SMUGGLER**

Look, Corto—I don’t know if you got my messages, but there was nothing I could do. The assassin just disappeared.

**Sir Corto Belrake**

Forget the assassin. Forget the encounter. We will handle him ourselves.

**SMUGGLER**

Look, I’ll make it up to you. We just need another lead—

**Elenzia**

Unnecessary. You are needed elsewhere. A handful of the Earl’s followers have chosen to repledge their loyalty.

**Sir Corto Belrake**

They have gathered in one of the housing blocks, but the Earl knows their plans. He’ll send his droids to...to “retrieve” them.

Their leader—a person of great value to me—will meet you. This is a rescue mission, SMUGGLER. Make certain it goes well.

NOBLE RETURN	
ANOAT	MISSION DESCRIPTION
	You returned to Cloud City to speak with Sir Corto with the intention of explaining what happened with the assassin. He told you to not worry about the assassin, that he had something more pressing for you to investigate. According to Sir Corto, some of the Earl’s followers have decided to repledge their loyalty to the crown, but your noble associate believes the Earl will send in his droids to retrieve those who turn against him. Sir Corto wants you to get to them first.
Story Mission	Level 53

*[Later, somewhere on Anoat.]*

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER? There's something you should know about the Earl's assassin.

**SMUGGLER**

*[Into comm.]* Too late for that. He's long gone.

**Riley**

*[On SMUGGLER's comm.]* Well, I didn't have much anyway. But I'm privy to some of Voras's files. I think he might be connected to another group.

**SMUGGLER**

*[Into comm.]* What group?

**Riley**

*[On SMUGGLER's comm.]* A mysterious order called "the Kouhun." They scare Voras. That's all I know.

**SMUGGLER**

*[Into comm.]* I'll be scared later, I promise. Right now I've got a rescue to pull off.

*[SMUGGLER progresses, battling Security Droids. SMUGGLER encounters Kosimas.]*

**Kosimas**

Don't shoot! Did Sir Corto send you?

**SMUGGLER**

Said I was supposed to rescue some folks who wanted to leave the Earl. You one of them?

**Kosimas**

I am. Earl Alner—he's gone too far. We will atone, and seek Her Majesty's forgiveness.

And if I may ask...is Sir Corto well?

**SMUGGLER**

He's doing just fine. Let's get going.

---

*[Later, at the Apex Overlook on Cloud City, Bespin.]*

**Sir Corto Belrake**

SMUGGLER. Kosimas tells me you treated him with fairness and—and you rescued him. That is enough.

**SMUGGLER**

Hey, I may just be on loan to you, but I do my part.

**Sir Corto Belrake**

No, you—the Earl could have executed him in fury and bloodthirst. And Kosimas and I—

Well, I would be honored to call you “friend.”

**SMUGGLER**

I can always use more friends, Corto. So what’s next on the agenda?

**Elenzia**

The Earl himself must be confronted. First we cut off his escape. He will not fight willingly.

---

TO THE EARL	
ANOAT	MISSION DESCRIPTION
<p><b>Story Mission</b></p> <p><b>Level 54</b></p>	<p>Sir Corto was very grateful for your assistance rescuing Kosimas and the kindness you showed the wayward noble. Sir Corto now considers you to be a friend. It is time to confront the Earl.</p>

---

*[Later, somewhere on Anoat.]*

**Sir Corto Belrake**

*[On SMUGGLER’s comm.]* We have the Earl’s location, and we have troops ready to cordon the area. But landing our people may be difficult.

**SMUGGLER**

*[Into comm.]* You worried about the Earl’s troops? Or the Anoat natives?

**Sir Corto Belrake**

*[On SMUGGLER’s comm.]* The latter. If you can set up a landing beacon and hold them off, we can deliver a small team.

**SMUGGLER**

*[Into comm.]* Just don’t let me get swarmed.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] You have served too well. If there is trouble, I will come for you myself.

[*SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs.*]

Our shuttles are en route. We will surround the Earl's garrison and hold him there.

**SMUGGLER**

[*Into comm.*] Just call me the king-breaker. Or the earl-breaker, I suppose.

[*Later, at the Apex Overlook on Cloud City, Bespin.*]

**Sir Corto Belrake**

We believe the last of his hidden allies have abandoned the Earl, but in the name of caution...

...the final blow to Earl Alner will be yours, SMUGGLER. Her Majesty has so decreed.

**SMUGGLER**

So while I go right in, you'll keep him surrounded? Stay at my back?

**Sir Corto Belrake**

Precisely. And if you succeed in bringing him to justice, I assure you—Her Majesty will desire an audience.

EARL NO MORE		
ANOAT		MISSION DESCRIPTION
Story Mission	Level 55	Sir Corto asks that you confront the Earl directly while he and his forces surround the area to prevent the Earl's escape. Sir Corto said that if you succeed, the leader of the Noble Court will want to meet with you.

[*Later, somewhere on Anoat.*]

**Earl Alner**

[*On SMUGGLER's comm.*] The Ivax Syndicate's thug comes for me at last, eh? Surely this is unnecessary.

**SMUGGLER**

[*Into comm.*] Seems pretty necessary to me. You sent assassins after my new friends.

**Earl Alner**

[*On SMUGGLER's comm.*] There's no point feigning righteousness. Name your price and be done with it!

Do you want credits? Jewels? A slave to call your own? I can make arrangements...you need only turn around.

**SMUGGLER**

[*Into comm.*] Just because I'm for hire doesn't mean I can be bought.

[*SMUGGLER progresses, battling Noble Guards and Noble Officers. SMUGGLER encounters Earl Alner.*]

**Earl Alner**

Pfah! You march here, defile my holdings, even after I offer you escape. Your presence only proves how pathetic Her Majesty is.

We are in a time of crisis! The Emperor is dead! The noble court needs strength to endure!

**SMUGGLER**

Hold on. You know about the Emperor?

**Earl Alner**

Rumors spread quickly. But I'm familiar with Governor Adelhard's ways. He will not release his grasp on this sector easily.

I could have led us all to freedom. I would have been a magnificent king.

[*SMUGGLER battles and defeats Earl Alner, his Personal Guard, and his Personal Guard Droid.*]

**SMUGGLER**

[*Into comm.*] Sir Corto? What's the "proper" way to handle a dead and traitorous Earl?

**Her Majesty**

[*On SMUGGLER's comm.*] Honor him for his highest moments; do not disdain him for his lowest.

**SMUGGLER**

[*Into comm.*] Well. You're definitely not Corto.

**Her Majesty**

[*On SMUGGLER's comm.*] Return to Cloud City, SMUGGLER. It is time we met.

*[Later, at the Apex Overlook on Cloud City, Bespin.]*

**Sir Corto Belrake**

Her Majesty, master of this sector by rights of blood and achievement, chosen of the noble court—

—I present to you SMUGGLER, emissary of the Ivax Syndicate, bane of Earl Alner, and my friend.

**Her Majesty**

SMUGGLER. We are grateful for your assistance, and that of the syndicate—despite the past troubles between us.

**SMUGGLER**

I only just joined the syndicate myself. It's an honor, your majesty—let's try to keep a good thing going.

**Her Majesty**

Indeed.

We understand you have earned the ire of the governor's hound, Commander Bragh. He would purge everything you touch.

**SMUGGLER**

Me and my sister. That's part of why we're building this alliance—to get Bragh for all our sakes.

**Her Majesty**

Yet he does not threaten us today.

If we were to offer you and your family adoption into our house—for naught but a pledge of loyalty—would you accept?

We could protect you. And a friend of Corto is surely a friend of ours.

**Sir Corto Belrake**

SMUGGLER...that is quite the offer.

**SMUGGLER**

I'm flattered, but I'd rather have my old life back instead of a new one that doesn't fit. We'd just get your carpets dirty.

An alliance to stop Commander Bragh and his purges. What do you say?

**Her Majesty**

We say that we admire your persistence and your certainty. We will open discussions with the Ivax Syndicate.

**SMUGGLER**

That's all I can ask. Looking forward to working with you.

**Elenzia**

If I may? There is a message from your sister, SMUGGLER. She has arranged another meeting for you, in Cloud City's Shadow Market.

**SMUGGLER**

Then it's time I got going. Your Majesty, Corto...it's been a pleasure.

**Her Majesty**

Indeed it has.

**Sir Corto Belrake**

Indeed it has! Until we meet again!

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Loathe**

We meet again. Sooner than I expected.

**SMUGGLER**

You? Look, you abandoned the Earl without a fight—I'm not taking any blame there.

**Loathe**

There is no blame. We are not here for violence.

**Brother Cyst**

Oh, and what a rarity that is! Heh!

**Deathstick**

I'm Deathstick, these are my Kouhun. Your syndicate requested a meeting.

**SMUGGLER**

You're my contact? Maybe a little warning next time, Riley...

**Deathstick**

Your sister and her master aren't our real concern. Their offer of your "services" was laughable.



**Loathe**

The Kouhun do not require thugs and gangsters.

**SMUGGLER**

Then why are you here? Or are you just looking scary to pass the time?

**Deathstick**

We're here because you got my attention, SMUGGLER. We're here because you're alive.

You shouldn't be. After Burnin Konn, after making it onto the Empire's purge list...what you've been through hones a person.

**Loathe**

It shows potential. We recruit potential.

**Deathstick**

Or stamp it out. Kill you or make you a little Kouhun? I could use a new weapon against the Empire.

**SMUGGLER**

I don't need a new employer, and I don't frighten easy. If you want help, the offer of alliance still stands.

**Brother Cyst**

She doesn't understand who we are! Oh, wise and merciful Deathstick...you give delightful entertainment.

**Deathstick**

One doesn't ally with worms against a krayt dragon. Can you show me you aren't a worm?

**SMUGGLER**

Do you see me crawling?

**Deathstick**

Not yet. Survive a Kouhun initiation...then we will talk.

**SMUGGLER**

I don't know who you people are, but whatever party you all throw? I'm sure I can handle it.

**Loathe**

Then we begin.

**Deathstick**

To Mataou, perhaps? Yes, I think Mataou.

KOUHUN INITIATION		
<b>MATAOU NECROPOLIS</b>		MISSION DESCRIPTION
		<p>In the Shadow Market of Cloud City, you met with the assassin you encountered on Anoat, and this time, two others were with him, including an interesting woman who called herself Deathstick. She claimed to be the leader of a group she called the Kouhun. Though she had no need for an alliance with the syndicate, she had interest in you because of your ability to survive. She challenged you to participate in their Kouhun initiation on Mataou as a means to determine if you were worth their time.</p>
Story Mission	Level 56	

*[Later, at the Necropolis on Mataou.]*

**Loathe**

*[On SMUGGLER's comm.]* There is a ruin on Mataou the Kouhun has claimed as our own. It exists to bury the weak. It is the Necropolis.

**SMUGGLER**

*[Into comm.]* You all take this scarier-than-thou stuff real seriously, huh?

**Loathe**

*[On SMUGGLER's comm.]* Fear is only a weapon, and a crude bludgeon at that. Each initiate must drink of the Waters of Truth. Go.

**SMUGGLER**

*[Into comm.]* I might need more to go on than that. How about—Hello?

*[SMUGGLER progresses, battling Ancient Security Droids, Hutt Security Droids, and Hutt Guard Droids. SMUGGLER reaches the Waters of Truth.]*

Ugh. This stuff is awful. What's in here?

**Loathe**

[*On SMUGGLER's comm.*] Our order is named for the veniform crawlers of Indoumodo. The Kouhun are swift and cautious...and venomous.

The Waters of Truth are brewed from many sources...the Kouhun's venom among them.

**SMUGGLER**

[*Into comm.*] You slimy—I came here in good faith! I'm jumping through your hoops!

**Loathe**

[*On SMUGGLER's comm.*] This is part of the rite. The waters will corrupt your body slowly. Over weeks, you will become feeble. Your mind decrepit.

You will become a limp husk...but only if you withdraw. Succeed, and we will offer a cure. Return to us now.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**SMUGGLER**

I should shoot you right now. This is how you turn down an offer of alliance?

**Deathstick**

Your offer is still on the table. But if you're not as capable as my Kouhun—all of whom survived the rite...

Besides, I thought you'd enjoy a challenge.

**SMUGGLER**

You thought I'd enjoy being poisoned?

**Deathstick**

Putting your life at risk? Testing your limits for the sheer joy of it? You don't need to make excuses here.

You're not fighting for family or money. With the Kouhun, you act because you can.

**SMUGGLER**

You're all kinds of messed up, aren't you? Just make sure that antidote is ready.

**Loathe**

The first of three tests begins. Go to the Necropolis once more. I will guide you.

---

TEST OF MEAT	
MATAOU NECROPOLIS	MISSION DESCRIPTION
	You met with Deathstick. At first you thought she had you poisoned as a sadistic way of turning down the offer of an alliance, but it turned out to be something quite different. She wants to determine if you are worthy of their alliance, and to prove your worth, you must survive the initiation with the poison coursing through your veins. She wants you to go to an area of Mataou called the Necropolis to begin the first trial.
Story Mission	Level 57

[Later, at the Necropolis on Mataou.]

**Loathe**

[On SMUGGLER's comm.] The Kouhun are assassins. We are far more, as well, but the body must be able. Hence the test of meat.

**SMUGGLER**

[Into comm.] You're not as enthusiastic as Deathstick, are you?

**Loathe**

[On SMUGGLER's comm.] The Necropolis contains beasts of special savagery. You cannot match their strength or numbers...

...but you must surpass them to find the holograms of our victims hidden here.

Use what we have shown you or die. I have no preference.

[SMUGGLER progresses, battling Akk Dogs and Akk Dog Howlers. SMUGGLER encounters and defeats an Akk Dog Pack Leader. SMUGGLER reaches a hologram of a Mon Calamari male.]

**SMUGGLER**

[Into comm.] So this was one of your victims, huh? What'd he do to deserve death?

**Loathe**

[*On SMUGGLER's comm.*] His name is forgotten. He was among the first to fall at our order's hand.

He was hated for a hundred reasons, hunted by many. The Kouhun took a contract to murder him not for his vast crimes—

—but for his capacity for survival. We killed him to prove that we could.

**SMUGGLER**

[*Into comm.*] Yeah. Smugglers on Burnin Konn try to make a splash, too. We don't glamorize it.

[*Later, at the Shadow Market on Burnin Konn.*]

**SMUGGLER**

Okay, you got me poisoned and covered in akk dog scales. How's the hazing go next?

**Deathstick**

The test of meat continues. But there's no rush. I was thinking of touring Cloud City, if you care to join me.

**SMUGGLER**

I'll pass.

**Deathstick**

Of course. Because while you may deny it, you're enjoying this.

**Loathe**

There are two more holograms and two more guardian beasts. Go.

THE TEST CONTINUES	
MISSION DESCRIPTION	
<b>MATAOU NECROPOLIS</b>  <b>Story Mission</b> <b>Level 58</b>	Deathstick informed you that the test of meat was not yet over. She taunted and toyed with you, saying you were enjoying the challenges. Loathe informed you of two more holograms to retrieve, as well as two more guardian beasts. He instructs you to go after the first of the two.

[*Later, at the Necropolis on Mataou.*]

**Loathe**

[*On SMUGGLER's comm.*] You have shown ferocity, and risen above it. Now you must show cunning.

Gundarks are aggressive. Powerful. Nearly as intelligent as men. Can your skills balance their power?

**SMUGGLER**

[*Into comm.*] You're making up these explanantions as we go, aren't you? You got a breeding pair of gundarks cheap, figured you'd use 'em—

**Loathe**

[*On SMUGGLER's comm.*] Deathstick is right. You mask your joy at the challenge well.

[*SMUGGLER progresses, battling Gundarks. SMUGGLER encounters and defeats a Gundark Alpha. SMUGGLER reaches a hologram of a Noble Court male member.*]

Our order is not ancient. In truth, it has endured less than a century. That is only one misconception others have.

**SMUGGLER**

[*Into comm.*] Yeah? Is that why this guy got killed? Misconceptions?

**Loathe**

[*On SMUGGLER's comm.*] He was not killed by the Kouhun. He was a member of the nobility. We kidnapped him, ransomed him, and released him unharmed.

**SMUGGLER**

[*Into comm.*] That's downright humane. One of the other nobles ask you to do that?

**Loathe**

[*On SMUGGLER's comm.*] We were asked to kill him. We chose mercy. His death did not serve our deeper plans.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Deathstick**

You stink like an animal's intestines. It's not bad on you. You ready to admit you're having fun yet?

**SMUGGLER**

Nah. I'd need to have a tougher time for that.

**Deathstick**

Loathe! We're at the end of the test of meat, yes? Make it harder. Give our initiate some extra limitations.

**Loathe**

Very well.

**SMUGGLER**

Lesson learned. Keep your mouth shut, SMUGGLER.

WAY OF SHADOWS	
MATAOU NECROPOLIS	MISSION DESCRIPTION
	Deathstick taunted you once again, trying to get you to admit you were having fun with the Kouhun trials. Even if you were having fun, you were not going to admit it to her. Because of your witty rebuttal, she ordered Loathe to give you something more challenging.
Story Mission	Level 59

[Later, at the Necropolis on Mataou.]

**Loathe**

[On SMUGGLER's comm.] The ro hypas are native to Mataou. Like the Kouhun, they are venomous and serpentine.

I have taught you what I can. I have prepared you more than most out of respect for your inexperience.

You may yet die. And the next test is more difficult.

**SMUGGLER**

[Into comm.] You sound like you almost care.

**Loathe**

[On SMUGGLER's comm.] Almost. Brand the ro hypas on your heart. You are the venom.

[SMUGGLER progresses, battling Ro Hypa Biters, Ro Hypa Spitters, and Ro Hypa Elders. SMUGGLER encounters and defeats a Ro Hypa Brood Mother. SMUGGLER reaches a hologram of a Twi'lek female.]

The trial of meat is done. You endure. Any beast can kill, but you have proven more than a beast.

**SMUGGLER**

[*Into comm.*] Couldn't have done it without you, Loathe. Wouldn't have, either, but that's the way it goes.

**Loathe**

[*On SMUGGLER's comm.*] The woman you see was a victim, but a special one. We came to her sister, who wished her dead.

We showed her sister the way of shadows so she might do the deed herself. She joined us willingly.

With us, you may also turn the black fire in your heart into a blade.

**SMUGGLER**

[*Into comm.*] You're good at killing. I can't deny that.

**Loathe**

[*On SMUGGLER's comm.*] Then do not deny yourself access to our ways. Shadows dissolve too easily.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Deathstick**

The test of meat is done. Two more tests to go. Or is it three? You might actually have a chance.

**SMUGGLER**

If you're so set on initiating me, maybe I ought to learn something about you. What is it your order really wants?

**Deathstick**

Same as you. Same as anyone. Fulfillment.

**SMUGGLER**

Meaning?

**Deathstick**

Killing and dying are what matter to you most. Me, too. So we should do both extravagantly.

Brother Cyst? Prepare the test of steel.

**Brother Cyst**

The Necropolis is ready for the initiate.

---



TEST OF STEEL	
MATAOU NECROPOLIS	MISSION DESCRIPTION
<b>Story Mission</b>	<p>In your attempt to better understand the motivations of Deathstick and her Kouhun, you asked her what her order actually wanted. She answered that they desire fulfillment, which for them includes killing and dying.</p> <p>Deathstick had Brother Cyst, another Kouhun, prepare the Test of Steel for you.</p>
<b>Level 60</b>	

*[Later, at the Necropolis on Mataou.]*

**Brother Cyst**

*[On SMUGGLER's comm.]* You've proven you're more than an animal. You have taken savagery, cunning, and venom into your breast.

Now you must show you have the intelligence of a man. In the test of steel, our droids will bar your path.

**SMUGGLER**

*[Into comm.]* Bar my path from what?

**Brother Cyst**

*[On SMUGGLER's comm.]* Oh! Apologies. More holograms, as before. But these will be of victims to come.

*[SMUGGLER progresses, battling Emulator Droids. SMUGGLER reaches a hologram of Governor Adelhard.]*

**SMUGGLER**

*[Into comm.]* Governor Adelhard's a future victim of yours, huh? Guess no one like the guy.

**Brother Cyst**

*[On SMUGGLER's comm.]* Did the droids...did they burn you, initiate?

**SMUGGLER**

*[Into comm.]* I'm still alive. Took a few scratches, felt a little heat—

**Brother Cyst**

[*On SMUGGLER's comm.*] Whatever happens, you mustn't treat the wounds! Let them scar and scab.

Some societies wear tattoos or brands. The Kouhun do not. Our marks grow in injured flesh, nurtured like trees.

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Deathstick**

Those droids you fought are programmed to emulate different kinds of targets, you know. The rich and broke.

**Loathe**

The innocent and the cruel.

**SMUGGLER**

They're machines. If you're trying to make me feel guilty about killing them—

**Deathstick**

The opposite. Kill a machine like a man, and you're one step closer to the real act.

The Kouhun chooses its targets with care, but without pity. Our goals are less important than our methods.

**Brother Cyst**

The next stage is ready. The droids await their challenge!

BLURRING LINES	
MATAOU NECROPOLIS	MISSION DESCRIPTION
	When you spoke to Deathstick, she provided you with some insight to the reasons behind your current trial. She said that the droids you fought were programmed to emulate the different types of potential targets you could encounter as a member of the Kouhun and that by killing a machine that emulates people, you are much closer to being able to kill a person.
Story Mission	Level 61

[*Later, at the Necropolis on Mataou.*]

**Brother Cyst**

[*On SMUGGLER's comm.*] Oh, initiate. Perhaps I've gone too far. These next droids... They're built to fight like the gangs of your homeworld.

**SMUGGLER**

[*Into comm.*] You know what? I can handle that.

**Brother Cyst**

[*On SMUGGLER's comm.*] You can overcome pity, I'm certain. But what of the venom in you? Eating at your muscles, your brain...

Forgive me for not making this easier.

[*SMUGGLER progresses, battling Emulator Droids. SMUGGLER reaches a hologram of Voras the Hutt.*]

Now, this is an interesting one! A Hutt, though we do not know his name. Still, we believe he controls great power in the sector.

**SMUGGLER**

[*Into comm.*] Wish I could tell you who he is, but all Hutts look the same to me.

**Brother Cyst**

[*On SMUGGLER's comm.*] Oh, I do understand, I do!

**SMUGGLER**

[*Into comm.*] Out of curiosity... can a person get off the victim list somehow?

**Brother Cyst**

[*On SMUGGLER's comm.*] A contract is a contract, and must be honored. But a prediction is only a prediction. The future can always change!

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Deathstick**

The end of the test of steel comes.

**Loathe**

These last droids are based on the mind of Brother Cyst. No creature can outwit them—not myself, not Deathstick.

**Brother Cyst**

Oh, you're too kind to this humble servant.

**SMUGGLER**

So what am I learning this time? What am I supposed to prove?

**Deathstick**

That shadows and guile and the instincts of a killer can surpass any defense.

REAL STEEL	
MATAOU NECROPOLIS	MISSION DESCRIPTION
	You have been sent to face the third part of the Test of Steel. Apparently, the droids in this part of the trial are of Brother Cyst's own creation and cannot be outwitted. Deathstick informs you that shadows, guile, and the instincts of a killer will be your key to success.
Story Mission	Level 62

*[Later, at the Necropolis on Mataou.]*

**SMUGGLER**

*[Into comm.]* Riley? Something you should know. I'm not feeling so hot—the Kouhun did something to me.

**Riley**

*[On SMUGGLER's comm.]* What? I can get you help. The syndicate has resources—

**SMUGGLER**

*[Into comm.]* That's not why I'm calling. Just...if I don't make it out of this initiation, leave it be. Don't make new enemies.

**Riley**

*[On SMUGGLER's comm.]* Making enemies is what I do best.

**SMUGGLER**

*[Into comm.]* I'm serious, Riley. Don't fight these guys.

*[SMUGGLER progresses, battling Emulator Droids. SMUGGLER reaches a hologram of a Rodian male.]*

**Brother Cyst**

*[On SMUGGLER's comm.]* A magnificent display indeed, initiate! Oh, what a privilege to watch you work.

**SMUGGLER**

*[Into comm.]* So who's this poor soul?

**Brother Cyst**

*[On SMUGGLER's comm.]* Ah...he is special. Loathe's personal bane. I am not at liberty to say more. Hope you never meet him!

Now you progress to the final challenge, though you may not find it so simple.

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Deathstick**

You are living death, you know. Whatever you touch will be slain, purged by the Empire.

**SMUGGLER**

You say that like it's a good thing.

**Deathstick**

You can murder without raising a hand. Who wouldn't embrace that?

**Loathe**

The final test is ready. The test of spirit.

**Deathstick**

You have proven yourself more than beast, shown that your cunning bests the intellect of machines.

Now you will do what every Kouhun must do: You will kill.

**SMUGGLER**

That's not my way.

**Deathstick**

Have you forgotten the venom in you? You're in no position to refuse.

On Mataou, a Kouhun initiate who failed his trials awaits you. Bring him death, or wither here.

---

TEST OF SPIRIT	
<p><b>MATAOU NECROPOLIS</b></p> <p>Story Mission <span style="float: right;">Level 63</span></p>	MISSION DESCRIPTION
	Deathstick informed you that you have one final test before you, the Test of Spirit. She tells you that there is an initiate on Mataou who failed his trials and now awaits you. You are to eliminate this person. If you fail, if the initiate does not kill you, you will eventually die from the poison.

*[Later, at the Necropolis on Mataou.]*

**Loathe**

*[On SMUGGLER's comm.]* Initiate. SMUGGLER. I know you did not enter this rite willingly. Your potential is great, and you have learned much in a short time.

Still, you are not ours to possess. Though I cannot refuse Deathstick to aid you...I may wish you well.

**SMUGGLER**

*[Into comm.]* Thanks, Loathe. Didn't expect to hear that from you.

**Loathe**

*[On SMUGGLER's comm.]* The failed initiate you seek has prepared defenses. He believes your death will allow him entrance into the Kouhun.

Be wary.

*[SMUGGLER progresses, battling Hutt Guard Droids, Hutt Security Droids, and Ancient Security Droids. SMUGGLER encounters Cadomaccus.]*

**SMUGGLER**

Hold on! Listen, Deathstick may want you dead, but I don't.

**Cadomaccus**

You are their latest initiate?

**SMUGGLER**

Yeah, but I didn't exactly volunteer. I've got a plan to get us both out of this.

**Cadomaccus**

Why?

**SMUGGLER**

I've killed people before, but I'm no murderer.

**Cadomaccus**

What a pity. I am.

*[SMUGGLER battles and defeats Cadomaccus.]*

**Deathstick**

*[On SMUGGLER's comm.]* Oh, SMUGGLER. "A plan to get us both out of this." You bring a tear to my eye.

**SMUGGLER**

*[Into comm.]* Sorry to disappoint you, Deathstick.

**Deathstick**

*[On SMUGGLER's comm.]* Don't get me wrong—it was sweet. And you still performed better than the failure.

He would've lived if he'd only agreed to work with you. That's why he could never become Kouhun.

Murder is fun, but we aren't butchers. Our art requires restraint, and he had none.

**SMUGGLER**

*[Into comm.]* First time in my life anyone's said I've got restraint. So what'll it be: Do I hunt you down, take your antidote by force?

**Deathstick**

*[On SMUGGLER's comm.]* Return to me, and we will see.

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Loathe**

Well done, initiate.

**Brother Cyst**

Oh, due congratulations!

**SMUGGLER**

I'm feeling real sweaty and shaky here. If I'm not getting my cure, let's move to the shooting.

**Deathstick**

You've proven yourself able. A suitable vessel for our teachings, though you will never rise in our ranks.

You are near Kouhun, but not of Kouhun. You've earned the cure and your life.

**SMUGGLER**

You know, I've been hanging out with you people so long that almost seems generous.

So while I'm pressing my luck...how about what I came here for? That alliance against Commander Bragh and the Empire?

**Deathstick**

Yes. That.

The governor has long held an interest in deposing the Kouhun. And we are aware of the larger galactic situation...

...which will make us targets for Commander Bragh's purges, should we ever reveal our hand.

**SMUGGLER**

Seems like a dead Emperor is too good a card not to play.

**Loathe**

Indeed. And we are cautious, but not cowards.

**Deathstick**

The Ivax Syndicate is not a trustworthy ally, nor are the schemers in the noble court. But in this...

**SMUGGLER**

This isn't a power grab. This is the real deal.

**Deathstick**

Tell your employers, we can talk. But tell me one thing.

**SMUGGLER**

What's that?

**Deathstick**

Did you enjoy your time in the shadows?

**SMUGGLER**

Lady? You've got you secrets, and I've got mine.



*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

You wouldn't believe what I went through, but we're set. The Kouhun and nobles are on our side. Mostly.

**Riley**

Already got a meeting scheduled. I told you people like you. Now we just need to hope they don't kill each other.

**SMUGGLER**

Remind them if we don't do something, they're dead in the long run anyway. I mean, we're all dead in the long run, but—

**B9-DT**

Danger = immediate! // Alert = urgent!

**SMUGGLER**

What's the droid going on about?

**Riley**

Some sort of message coming in from the Trade League...ah, blast. Imperial trouble on Burnin Konn.

**SMUGGLER**

What? Commander Bragh trace Happy to the rest of the league?

**Riley**

Must have. Looks like purge teams going after anyone who worked with us.

**SMUGGLER**

We owe them. We owe the Trade League, we owe Happy, we—

**Riley**

Fine. Pack your stuff, we'll set up base in the old cantina. Try not to let the Imps know we're there, huh?

**SMUGGLER**

You serious? You're coming with me?

**Riley**

Well, I sure won't be able to stop you. I can't get syndicate support, though...

**SMUGGLER**

So I'll go alone. Take the cost out of my next payday.

**Riley**

How about I charge the Trade League? Shortpaw has deep pockets.

**SMUGGLER**

Even better. See you at the Carbon Score. We're gonna have ourselves a homecoming.

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**SMUGGLER**

Smells like old times. Kind of missed the scent of chromium dust.

**Riley**

I can almost see my nostrils turning black. No friends are worth coming back here.

**SMUGGLER**

You know we gotta help them. How many of Bragh's purge teams are attacking?

**Riley**

Four that I know of. Rumor is they're burning buildings, cornering ships...there's a mess of them in Drifter's Gorge.

**SMUGGLER**

Then tell me who I'm rescuing once I get there!

RESCUES IN DRIFTER'S GORGE	
BURNIN KONN	MISSION DESCRIPTION
	You and Riley arrived at the repaired Carbon Score Cantina on Burnin Konn and began discussing the local situation. Riley determined that there are some people who need rescuing in Drifter's Gorge. Once you get there, Riley will guide you.
Story Mission	Level 64

*[Later, at Drifter's Gorge on Burnin Konn.]*

**Riley**

*[On SMUGGLER's comm.]* Okay. Imp transmissions say one of Shortpaw's men is holed up nearby.

**SMUGGLER**

*[Into comm.]* We didn't even show the Trade League that message about the Emperor, and they're still dying because of us.

**Riley**

[*On SMUGGLER's comm.*] Don't think about that. Focus on living. You haven't seen Bragh's purge teams in action. They're brutal.

**SMUGGLER**

[*Into comm.*] You know what? I just finished an assassin's insane initiation, ran with royalty, and got made a Hutt's bounty hunter. Brutal doesn't scare me...

[*SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders. SMUGGLER locates and frees Ndaya.*]

Ndaya, right? Remember me?

**Ndaya**

SMUGGLER. Happy's friend. You look...different.

**SMUGGLER**

Been through some changes. Imps are gone, but I'd keep my head down if I were you.

**Ndaya**

I will. And I thank you. But the others—

**SMUGGLER**

—are next on my list.

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**SMUGGLER**

You track down those other teams yet?

**B9-DT**

Trade Spine League rescue = top priority // Tracking = in progress

**SMUGGLER**

Since when are you fond of the league, anyway? Glad you're not hiding in the ship anymore, but—

**B9-DT**

Trade League > Ivax Syndicate // B9-DT = nostalgic for better days

**SMUGGLER**

Yeah. Me, too.

**Riley**

Don't humor it. Droids don't get nostalgic. Got your coordinates. You better move.

EVEN FAMILIES	
BURNIN KONN	MISSION DESCRIPTION
<b>Story Mission</b> <b>Level 65</b>	You met up with Riley and B9-DT. The little astromech expressed a preference for the Trade League over the Ivax Syndicate, but Riley dismissed his opinion. Together, the two provided you with coordinates to your next rescue.

*[Later, somewhere on Burnin Konn.]*

**Riley**

*[On SMUGGLER's comm.]* Bragh's team ran a family out of the marketplace. Not sure why, but they're still alive.

**SMUGGLER**

*[Into comm.]* They must have had some connection to the Trade League. Or Bragh thought they did.

**Riley**

*[On SMUGGLER's comm.]* The Empire's playing it safe. Nothing to lose by torching a few innocents if it keeps the Emperor's death under wraps.

**SMUGGLER**

*[Into comm.]* A family, though. That's just—it's crazy.

**Riley**

*[On SMUGGLER's comm.]* I'm guessing Bragh's troops aren't family types.

*[SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders. SMUGGLER locates and frees Zepashi and Fryoto.]*

**SMUGGLER**

You're safe now. I'm a friend of the Trade League.

**Zepashi**

The what?

**Fryoto**

They asked if we knew Shortpaw—that nice little shopkeep—and then started shooting...

**SMUGGLER**

I'm sorry. You got caught up in something you shouldn't have. Get everyone together. I can move you offworld, maybe pull strings to get you work.

**Zepashi**

Whatever's going on...thank you.

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**SMUGGLER**

You said there were two more purge teams on the ground. We're losing time...

**Riley**

Just got a signal in. One of Shortpaw's smugglers must be calling for help.

**SMUGGLER**

Which means the Imps probably heard, too. On my way.

LOCAL AID	
BURNIN KONN	MISSION DESCRIPTION
	You caught up with Riley to get information on your next rescue mission. One of Shortpaw's smugglers signaled for help, which the Imperials likely heard just as well as you. You need to get there before they do.
Story Mission	Level 66

*[Later, somewhere on Burnin Konn.]*

**Onn Iria**

*[On SMUGGLER's comm.]* SMUGGLER? That you?

**SMUGGLER**

*[Into comm.]* Hey, Onn! How's the smuggling business?

**Onn Iria**

*[On SMUGGLER's comm.]* Some ups, some downs.

**SMUGGLER**

*[Into comm.]* I won't make you ask for help, but...you do need it, right?

**Onn Iria**

*[On SMUGGLER's comm.]* Don't bother. I've seen you fight. You can't beat these guys.

**SMUGGLER**

*[Into comm.]* I'll take that as a "yes."

*[SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders. SMUGGLER locates and frees Onn Iria.]*

**Onn Iria**

Huh. You've gotten better.

**SMUGGLER**

Probably true. Sorry about all this. They're after you because of me—

**Onn Iria**

Save it. They're Imps. They don't need a reason to start slaughtering.

Shortpaw and Leeka are safe, but Shortpaw—he's got a grandson. Those troops are looking for him, too.

**SMUGGLER**

Don't you worry. As soon as I've got a location, I'll get him home safe.

---

*[Later, at the Carbon Score Cantina on Burnin Konn.]*

**Riley**

Okay. If Shortpaw's grandson is the target of the last team, we have to find him.

If anything happens to his family, Shortpaw will blame us. The whole Trade League will blame us. We don't need more enemies.

**SMUGGLER**

That's not even part of the reason we're doing this.

**Riley**

I know.

**B9-DT**

Faint signal = detected

**SMUGGLER**

That's my cue.

---

SHORTPAW'S GRANDSON	
BURNIN KONN	MISSION DESCRIPTION
	Riley was unusually stressed by the danger posed to Shortpaw's grandson, thinking the Trade League would turn against you both should anything happen to him. During the discussion B9-DT determined the grandson's location.
Story Mission	Level 67

*[Later, somewhere on Burnin Konn.]*

**Riley**

*[On SMUGGLER's comm.]* Hey, SMUGGLER? You notice I never told you not to go? Even though it's stupid to expose yourself like this?

**SMUGGLER**

*[Into comm.]* I noticed. Don't worry...you get credit.

**Riley**

*[On SMUGGLER's comm.]* Be careful.

*[SMUGGLER locates and frees Tiquip.]*

**SMUGGLER**

Hey! You okay? I was expecting more troops.

**Tiquip**

There were many more! But they all pulled back.

**SMUGGLER**

Huh. Probably because...

...ah, blast. This is a trap, isn't it?

*[SMUGGLER battles and defeats Purge Troopers and Purge Trooper Commanders.]*

**Shortpaw**

*[On SMUGGLER's comm.]* My grandson. He is—

**SMUGGLER**

*[Into comm.]* He's just fine. Hey, Shortpaw. Guess you heard the news.

**Shortpaw**

[*On SMUGGLER's comm.*] Quite a lot of news, lately. Some about you. You always keep busy.

I am sorry I couldn't protect you and your sister and Happy. What the Imperials are doing...it makes my brittle bones ache.

**SMUGGLER**

[*Into comm.*] I'm sorry I got you into trouble. It all evens out.

**Shortpaw**

[*On SMUGGLER's comm.*] I understand you're building some sort of alliance. I do not have much to contribute—

**SMUGGLER**

[*Into comm.*] How'd you hear about that?

**Shortpaw**

[*On SMUGGLER's comm.*] —but should you need a few small ships, the Trade League will provide. You remain a good friend, SMUGGLER.

**SMUGGLER**

[*Into comm.*] You stay safe, Shortpaw.

**Shortpaw**

[*On SMUGGLER's comm.*] Do not lose touch. Maybe have that droid of yours visit from time to time.

---

[*Later, at the Carbon Score Cantina on Burnin Konn.*]

**SMUGGLER**

Imps tried to ambush me—but we're done. Everyone's safe. Shortpaw still likes us.

**Riley**

Can we agree on something? No more putting ourselves in front of Commander Bragh's troops. Or coming back here.

**SMUGGLER**

Deal.

**B9-DT**

B9-DT = savior of Trade League!

**Riley**

It's adorable you think that, but you realize you didn't actually—



**SMUGGLER**

Let him have this one. He's got a standing invite to stay in touch with Shortpaw.

**Riley**

Fine. Meanwhile, we've got a plan to stop this from happening again.

**SMUGGLER**

You and Voras come up with something the nobles and Kouhun agree to?

**Riley**

We're getting close. If we can combine our forces to kill—or better yet, kidnap—Commander Bragh...

...we can show Governor Adelhard it's in his best interest to leave our organizations alone.

**SMUGGLER**

Sort of a non-aggression treaty? "You've got a whole sector falling apart—don't bother us, we don't bother you?"

**Riley**

That's the thinking. Kidnapping Bragh will show we mean business, but we're still, you know—reasonable.

**SMUGGLER**

And then what? We give Bragh back, he keeps doing what he's been doing? Just to other people instead of us?

**Riley**

It's the best we can do. It's the most the nobles and the Kouhun will commit to.

**SMUGGLER**

Then we'll have to make it work. What do you need from me?

**Riley**

Nothing this second. But it'll get nasty soon. Anything you can do to prep—money, weapons, the works...

**SMUGGLER**

A few freelance jobs would go down good right now. Get us restocked.

**Riley**

Then do what you have to. And when you're ready, meet back at the Cloud City atrium. We've got our alliance. Soon it'll be time to use it.

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Well, if it isn't the prettiest crowd I've ever seen.

**Her Majesty**

It is our pleasure to greet you again, SMUGGLER. But we are disappointed the master of the Ivax Syndicate is absent.

**Deathstick**

What makes you sure he is? You don't know who runs the syndicate any more than I do, "Your Majesty."

**Her Majesty**

Do not attempt to bait us. It is beneath you.

**Riley**

Can we break for petty sniping later? We've got a lot to discuss.

**Her Majesty**

Very well. Your proposal to ransom the governor's bloodhound for our security intrigues us. Commander Bragh must be stopped.

And while we would not expect any agreement with the Empire—or other honorless parties—to last, we cannot abandon hope.

**Deathstick**

Capturing Bragh will be difficult. The Kouhun are equal to any guard he possesses, but he has a Star Destroyer.

**SMUGGLER**

Your Majesty, didn't your people say you have ships?

**Her Majesty**

Our Throneships carry the court in safety. They are built for power and grace...but they are not armed for direct conflict with such a powerful foe.

**Deathstick**

You want us to arm you?

**Riley**

I'm not sure the syndicate has starship weapons to sell. Where do we get—

**SMUGGLER**

Hoth. Saw a lot of equipment there when I was salvaging last. Folks were looting wreckage, Rebel supply caches...might have what you need.

**Her Majesty**

Our thoughts were much the same. And among Hoth's weapons is one of special power, that may save us if all else fails.

**SMUGGLER**

Okay. I'll head out, but I almost lost a toe to frostbite last time. Can I get some blankets this go-around, or—

**Her Majesty**

You will be joined by a full team of our court's finest engineers. Let others dig through snow while you lead.

**Riley**

I bet I can get some syndicate help, too.

**SMUGGLER**

Okay, I'm liking this. So I take point, establish our base camps and keep the Imps and scavengers off the back of the techs.

**Deathstick**

Do that. My people will begin preparing Bragh's ambush. Something fun...

**Riley**

Then let's scavenge some big guns.

**SMUGGLER**

Just tell me where you want to set your boys down on Hoth. I'll make sure the sites are clear.

ARMING THE THRONESHIPS	
<p><b>HOTH</b></p> <p>Story Mission</p> <p>Level 68</p>	MISSION DESCRIPTION
	<p>You returned to Paradise Atrium and met with Riley, Deathstick, and Her Majesty. You all agreed that Commander Bragh needed to be stopped and to a plan to capture him. Unfortunately, the Throneships of the Noble Court, while large and impressive, were not armed for a direct conflict against a Star Destroyer. You recalled your time on Hoth, and you believed the wreckage on the frozen world may have what the Throneships need. You offer to begin a salvage operation to get that equipment.</p>

*[Later, somewhere on Hoth.]*

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER? So I talked to the nobles' engineers. They're going to look for starship weapons at three main sites.

**SMUGGLER**

*[Into comm.]* So that's three camps to set up. Could be worse.

**Riley**

*[On SMUGGLER's comm.]* Remember those scavengers you fought last time? They've armed up. If you can drive them off, though, we can take one of their staging grounds.

**SMUGGLER**

*[Into comm.]* There's only a hundred ways that could go wrong. Let's give it a shot!

*[SMUGGLER progresses, battling Scavenger Riflemen, Scavenger Bombers, and Ugnaught Scavengers. SMUGGLER encounters Grimraker.]*

**Grimraker**

You again! We barely rebuilt since last time!

**SMUGGLER**

No kidding? It's nothing personal. I just didn't figure you'd let us go loot on your turf.

**Grimraker**

You probably figured right. Name's Grimraker.

**SMUGGLER**

SMUGGLER. You know, I've got friends setting up a camp here. You want to lend a hand, there might be credits in it?

**Grimraker**

What if we stab you in the back?

**SMUGGLER**

Then the deal's off. Fair?

**Grimraker**

Fair!

---

*[Later, at the Paradise Atrium in Cloud City, Bespin.]*

**Her Majesty**

You...hired one of the scavenger groups to be part of our expedition?

**SMUGGLER**

Thought it would save some trouble. Don't worry, though—the scavengers aren't all allies. I'm sure others still want us dead.

**Her Majesty**

It was a kindness. We cannot gainsay that.

**SMUGGLER**

No idea what that means. You wanted two more camp sites, right?

**Deathstick**

Our sources have identified another potential staging ground. It's in sensor range of Imperial probes.

**SMUGGLER**

Deathstick...you say that like you haven't seen me kill droids before.

**Riley**

Yeah, you're a regular walking garbage compactor. Just keep in mind that if those droids get off an alert, no campsite, and no...well, you.

---

GELID HOARFROST	
HOTH	MISSION DESCRIPTION
	There was some surprise on the part of your allies with regard to your hiring of the scavengers to help the expedition, but they seem to appreciate your actions. Deathstick identified a second staging ground on Hoth for you to take, this one guarded by droids.
Story Mission	Level 69

---

*[Later, somewhere on Hoth.]*

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* SMUGGLER! So it is you who spearheads our gelid path amidst the hoarfrost! I stand by with a crew awaiting your signal.

**SMUGGLER**

*[Into comm.]* Gelid hoarfrost to you, too, Corto. Of course, you're assuming I can clear the area without alerting the Imps.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* You, the bane of Earl Alner? I have no doubt.

*[SMUGGLER progresses, battling Remote Droids and Probe Droids.]*

**SMUGGLER**

*[Into comm.]* All right, Corto. Area is clear of Imperial probes—get your team down and start setting up camp.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* It will be done. And it will be good to plunder these turbolasers and see the Throneships armed.

**SMUGGLER**

*[Into comm.]* Her Majesty mentioned a skifter up the sleeve down here, too—a weapon of “special power”?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* I, too, have heard her say this. But the details are denied me.

**SMUGGLER**

*[Into comm.]* Don't worry about it—just take care. Equipment and eyeballs ice up here real fast.

---

*[Later, at the Paradise Atrium in Cloud City, Bespin.]*

**Riley**

Two camps set so far. How are you holding up, SMUGGLER?

**SMUGGLER**

Hoth and I are old friends. But the longer we take, the more likely things get ugly.

**Her Majesty**

As soon as the third camp is in place, our technicians will begin salvage operations.

We require ten turbolaser banks and half as many torpedo launchers to contend against a Star Destroyer.

**SMUGGLER**

I can't promise what you'll find, but I can make sure the next camp site's clear.

**Riley**

The Imps have a shelter near, but we haven't seen much activity. Should be pretty safe.

**SMUGGLER**

Yeah...I'm gonna bring my blaster anyway. Just in case.

---

DEFINITELY NOT IMPERIALS	
HOTH	MISSION DESCRIPTION
	You coordinated with Riley and Her Majesty to establish the location of the third camp site. Riley reported that there was an Imperial shelter near the location, but she had not seen any activity. Hoth awaits.
Story Mission	Level 70

*[Later, somewhere on Hoth.]*

**Deathstick**

*[On SMUGGLER's comm.]* So, SMUGGLER. The area for the next camp...is it really empty?

**SMUGGLER**

*[Into comm.]* Not seeing any Imps. We might actually have some luck.

**Deathstick**

*[On SMUGGLER's comm.]* You're better than this. Why aren't there any Imperials? Smell the air. Lick the snow if you have to.

**SMUGGLER**

*[Into comm.]* What? What am I looking for here?

**Deathstick**

*[On SMUGGLER's comm.]* Don't let your "friends" blind you. I might be wrong. But probably not.

*[SMUGGLER progresses, battling Wampa Juveniles.]*

**SMUGGLER**

*[Into comm.]* Hey! Deathstick! If you knew there were critters here, you could've said so!

**Deathstick**

*[On SMUGGLER's comm.]* I didn't know. Guessed based on the circumstances.

You can do that, too. Right now, you just think in terms of Burnin Konn instead of the whole galaxy.

**SMUGGLER**

*[Into comm.]* Yeah, well...tell the others the area's clear. And next time share your guess, huh? Things almost ripped my head off.

**Deathstick**

[*On SMUGGLER's comm.*] I pointed you in the right direction. It's more than your "friends" did, yes?

---

[*Later, at the Paradise Atrium in Cloud City, Bespin.*]

**Riley**

That's three camps set, manned, and guarded. All boots are on the ground.

**Her Majesty**

The noble court and the Ivax Syndicate working together. How peculiar.

**Deathstick**

The Kouhun escape your memory, Your Majesty?

**SMUGGLER**

I'm going to jump in here and try to refocus. What happens next?

**Her Majesty**

The salvage operation proceeds apace. Enough ordnance to arm our Throneships will soon be in our hands, and the great weapon—

**Deathstick**

Too confident. I have sources on Hoth, and you have a problem. The scavengers have noticed the camps. They're massing.

**SMUGGLER**

Your "sources" happen to be the scavengers we already paid off?

**Deathstick**

Either way, there's an army of looters and pirates gathering against you.

**Her Majesty**

They're not a unified force. Someone must have brought them together. But they can't be hard to scare off, either...

**Deathstick**

Yes. Two strikes: Execute the leaders, then their general.

**SMUGGLER**

Let's start with a firm talking-to. Get me a location and I'll see what I can manage.

---



A GATHERING	
HOTH	MISSION DESCRIPTION
	As you began discussing the arming of the Throneships with Riley, Her Majesty, and Deathstick, the Kouhun leader pointed out that her sources identified a horde of scavengers massing to strike against the camps you had already established on Hoth. Deathstick suggested you take out their leaders and then their general to cripple the mass. You make preparations to deal with the situation.
Story Mission	Level 71

[Later, somewhere on Hoth.]

**Sir Corto Belrake**

[On SMUGGLER's comm.] SMUGGLER, my friend! Excellent news! I've spoken to the looters who joined us earlier.

**SMUGGLER**

[Into comm.] Please say the scavenger army changed its mind, and my new mission is to snuggle up with a cup of hot caf?

**Sir Corto Belrake**

[On SMUGGLER's comm.] Alas, I cannot. But our friends believe that if you can remove the army's leadership, the remainder may join us!

**SMUGGLER**

[Into comm.] That's good news, Corto—but save “excellent news” for jobs that don't leave a thousand ways to die.

**Sir Corto Belrake**

[On SMUGGLER's comm.] Duly noted.

[SMUGGLER progresses, battling Wreckers and Ugnaught Wreckers. SMUGGLER encounters and defeats Iavyn Ajik and Polcyc.]

**SMUGGLER**

[Into comm.] Took out most of the army leaders. Nobody wanted to talk. Not sure about the big boss, though.

**Riley**

[On SMUGGLER's comm.] Hey, SMUGGLER. We've got some info on him. Come on back and we'll figure it out.

**SMUGGLER**

[*Into comm.*] Should I be worried? Actually, don't say. Some ignorance on the flight back will feel good.

---

[*Later, at the Paradise Atrium in Cloud City, Bespin.*]

**Riley**

So we've got good news and bad news. Good news is, the scavenger army has gotten real chaotic.

**Deathstick**

Removing the leaders gave you breathing room, yes?

**SMUGGLER**

But so long as the chief who brought them together is still around, we've still got a problem. That about right?

**Riley**

Yep. And about that chief? You remember the name "Bohento Splinth?"

**SMUGGLER**

...Maybe?

**Riley**

Happy's old rival. Ex-meteor miner turned leader of the "Wrecker" salvage crew. You shot him on Hoth last time we were there.

**SMUGGLER**

Right. I knew that.

**Deathstick**

He's alive. Leads the scavenger army. Makes me wonder if you got sloppy.

**Riley**

He's got a whole perimeter set up. Cannons, guards, everything.

**SMUGGLER**

I shot him once without dying. I can do it again.

---

SPLINTH REVISITED	
HOTH	MISSION DESCRIPTION
	Riley identified the scavenger leader who brought all of the other groups together. She revealed his name to be Bohento Splinth, an old rival of Happy Dapp's. He is also a person you fought on Hoth before, and someone you thought you had eliminated in your previous encounter. Time to pay him a visit.
Story Mission	Level 72

[Later, somewhere on Hoth.]

**Sir Corto Belrake**

[On *SMUGGLER's comm.*] I wish I could be at your side for your glorious charge into the enemy's fortress. Instead, I must remain to guard our camp.

**SMUGGLER**

[*Into comm.*] Don't worry about it, Corto. I'm just going to run in, say hi to an old acquaintance, and be on my way.

**Sir Corto Belrake**

[On *SMUGGLER's comm.*] I heard you'd encountered the scavenger leader before. Beware the power of a vengeful man, my friend.

[*SMUGGLER progress, battling Wreckers and Ugnaught Wreckers. SMUGGLER encounters Ozgurk.*]

**SMUGGLER**

Who the blazes are you?

**Ozgurk**

Bohento Splinth! Leader of the Wreckers! Feared master of the Hoth scavengers!

**SMUGGLER**

No. I met Bohento. He was at least a head taller than you.

**Ozgurk**

Oh! Yes. I am Ozgurk. Bohento's second. But with most of the original Wreckers gone, I figure—

**SMUGGLER**

You'd steal his name and rep. I've seen that con before. Any chance you're more willing to reason than him?

**Ozgurk**

I think...no. No, I still prefer you dead. And your salvage mine!

[*SMUGGLER battles and defeats Ozgurk.*]

**SMUGGLER**

[*Into comm.*] Hey, Corto. The scavenger boss is done for, but my reunion was a bust. Too bad, too. Kind of miss Happy and his pals.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] My sympathies, then. But I have this consolation: The scavenger army is dispersing as we speak, and already many offer to join us.

You're becoming a bold leader, my friend. And yet...one thing concerns me.

**SMUGGLER**

[*Into comm.*] Go on, say it. Ruin the happy moment.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] With the scavengers taking such actions...surely the Empire cannot remain oblivious to us much longer?

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**SMUGGLER**

Okay. The camps are secure, but we better hurry up. We're lucky things have gone even this smoothly.

**Her Majesty**

We concur. And it is time we obtained the weapon of last resort: The stardrop torpedo.

**Deathstick**

Found a stardrop? Fun.

**Riley**

Want to fill in those of us who don't know our heavy weaponry?

**Her Majesty**

The stardrop: A torpedo capable of annihilating a massive base from orbit. The Rebels possessed several for use in eliminating asteroids.

**SMUGGLER**

Sounds like something the Imps would've grabbed up, even if the Rebels left them behind.

**Her Majesty**

Stardrops are volatile. Unstable. We believe the Empire recovered most, but chose to abandon one in the ice.

Such a weapon could prove welcome if our mission to capture Commander Bragh goes poorly.

We have sensors that can detect its radiation. Still, they must be placed amidst a section of ice riddled with beasts—

**SMUGGLER**

And that's where I come in. Keep your guys working. Let's wrap up this business on Hoth.

THE STARDROP	
<div>HOTH</div> <div>Story Mission</div> <div>Level 73</div>	MISSION DESCRIPTION
	You spoke with Riley, Deathstick, and Her Majesty to coordinate your next steps on Hoth. Her Majesty wanted you to help secure what she referred to as a weapon of last resort—a stardrop torpedo. Her Majesty explained that while the nobles' possessed sensors that are able to detect it, the sensors needed to be placed on the surface of the planet in order to pinpoint its exact location.

*[Later, somewhere on Hoth.]*

**Riley**

*[On SMUGGLER's comm.]* So you really think giving the nobles a base-busting torpedo is a good idea?

**SMUGGLER**

*[Into comm.]* You know, as I get older, I've given up trying to judge what ideas are "good" and "bad."

**Riley**

*[On SMUGGLER's comm.]* I'm serious. Do you trust them with that firepower? Her Majesty seems well-intentioned, but—

**SMUGGLER**

*[Into comm.]* Riley, we've got to trust them. If we don't, this alliance won't last past the first shot.

[*SMUGGLER progresses, battling Wampa Juveniles.*]

Sensors are all in place. Here's hoping they do the trick.

**Her Majesty**

[*On SMUGGLER's comm.*] Thank you, SMUGGLER. We should have the stardrop located within hours.

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Her Majesty**

Come quickly, friend SMUGGLER. Something terrible has begun!

**Deathstick**

Imperials. Not surprising, yes?

**SMUGGLER**

Knew they'd come eventually. Where are they?

**Riley**

They're attacking one of the base camps. Just a small team, but there are more on the way—

**SMUGGLER**

On it. Your Majesty, tell your people to hold on. Deathstick, if you've got any Kouhun to spare, now's the time.

I'm heading in.

ATTACK ON THE BASE CAMP	
HOTH	MISSION DESCRIPTION
<b>Story Mission</b>	When you met up again with Riley, Her Majesty, and Deathstick, you learned that the Imperials were attacking one of the base camps you had established. You need to return to Hoth quickly to help fight them off.
<b>Level 74</b>	

[*Later, somewhere on Hoth.*]

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] Perhaps I was hasty in my thirst for battle! More Imperials come every moment!

**SMUGGLER**

[*Into comm.*] What's the battle plan? And if the words "glorious death" come out of your mouth—

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] The camp evacuates, but we must delay the foe to take our salvage with us. And not glorious death, my friend—glorious life!

[*SMUGGLER progresses, battling Snowtroopers and Snowtrooper Commanders. SMUGGLER encounters Sir Corto Belrake.*]

Well, then! Almost enough to warm my blood.

**SMUGGLER**

Can you take it from here?

**Sir Corto Belrake**

I can. The salvage work is nearly done—we'll be away before another wave arrives.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Her Majesty**

Much of the salvage has already reached the Throneships. They are being armed even now.

You saved my people's lives, SMUGGLER, and I am grateful. Yet our team sent to recover the stardrop torpedo has not returned.

**Deathstick**

I saw their final message. They froze. Or were torn apart.

**Her Majesty**

Yes.

**Riley**

You've got the rest of the weapons. Can we skip the torpedo?

**Her Majesty**

That is a matter for your [brother/sister] to decide.

**SMUGGLER**

Uh. You realize you're asking the least qualified person in the room?

**Her Majesty**

I believe the weapon is worth the risk. I also believe your allies doubt my intentions for the stradrop.

**Riley**

No one said we didn't trust you—

**Her Majesty**

You are the center of this alliance, SMUGGLER, and your skills can bring us the torpedo or not. I place the matter in your hands.

**SMUGGLER**

Well. Okay, then. Anyone else want to weigh in?

**Deathstick**

Her salvage team couldn't reach the weapon. Neither did the Imperials. Suggests a challenge.

You want to warm the snow with your blood, that's your business. Just let me watch.

**SMUGGLER**

That'll teach me to poll the room. All right, Your Majesty. Let's find your torpedo.

**Riley**

Our team lost contact in one of the snow valleys. Don't take too long in there, okay? And stay warm.

**SMUGGLER**

You got it, sister.

WHERE OTHERS FAILED	
HOTH	MISSION DESCRIPTION
	In your planning discussions with Her Majesty, Riley, and Deathstick, you learned that the team from the nobles sent to recover the stardrop torpedo failed to return. Deathstick believed a gruesome fate befell them. Riley suggested you skip the torpedo completely, but your gut still told you to trust Her Majesty and her Noble Court. You decided to do what others could not and retrieve the torpedo.
Story Mission	Level 75



*[Later, somewhere on Hoth.]*

**Loathe**

*[On SMUGGLER's comm.]* SMUGGLER.

**SMUGGLER**

*[Into comm.]* Loathe! You're the last person I expected to hear from. 'Course, that's partly because most of my friends are dead—

**Loathe**

*[On SMUGGLER's comm.]* You have seen Hoth's beasts before. You know their perils. But it is said they can grow old and powerful. If the stardrop was abandoned near a lair...

**SMUGGLER**

*[Into comm.]* Appreciate the warning. You're not just trying to keep the nobles from a torpedo, are you?

**Loathe**

*[On SMUGGLER's comm.]* Do not insult me.

*[SMUGGLER progresses, battling Wampa Juveniles. SMUGGLER encounters and defeats Unkajo. SMUGGLER locates the stardrop torpedo.]*

**SMUGGLER**

*[Into comm.]* I don't know what that thing was, but I've still got my arms and I found the torpedo.

**Riley**

*[On SMUGGLER's comm.]* Then get out of there and stop risking your life for—I don't even know. Sorry.

**SMUGGLER**

*[Into comm.]* You okay, Riley?

**Riley**

*[On SMUGGLER's comm.]* Just thinking about what comes next. Commander Bragh, and all. We'll talk when you're home.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Ladies? If I'm not mistaken, we just finished our first joint operation. Round of applause?

**Her Majesty**

Sober contemplation, perhaps, as we embark on something terrible—and perhaps wondrous.

**Deathstick**

When your ships are ready to fight, my Kouhun will be, too. We'll take Commander Bragh and his purge teams. If all goes to plan.

**Riley**

My...employer has syndicate forces almost in place.

**SMUGGLER**

You all make it sound like we're jumping into a fire. You've got ships, a big torpedo, assassins—show a little confidence.

**Her Majesty**

Forgive us. The Empire has wrought so much harm, but should we fail—

**Deathstick**

We get to be number one on the Empire's wanted list. Even over you.

**SMUGGLER**

You hear that, Riley? It's like we win either way.

I get it. I'm convinced we need to do this, but if you've got another method—

**Her Majesty**

There is none.

**Deathstick**

The Kouhun's purpose is suited.

**Riley**

Then let's get ready. We all know our parts. SMUGGLER, if there's anything you want to do beforehand—

**SMUGGLER**

Splurge on a spa treatment? Put a flower on Happy's grave?

**Riley**

—then now's the time.

**SMUGGLER**

Then I'll see you real soon. And you and me, Riley, are gonna get our lives back.

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Looking around, seeing family and friends...makes me want to celebrate an old holiday tradition. Let's kidnap an Imperial commander.

**Riley**

You're funny, SMUGGLER. Really. Deathstick, you want to outline your plan?

**Deathstick**

The ruins of Anoat. No recorder, no civilians. Perfect for a trap, yes? We've leaked that SMUGGLER and Riley hide there.

**Her Majesty**

That will draw Commader Bragh's attention, to be certain. But will the commander himself approach Anoat?

**Deathstick**

He'll send purge teams, but they won't be enough.

**SMUGGLER**

Much as I like a sinister euphemism, does "won't be enough"—

**Deathstick**

There are Kouhun waiting on the ground. But don't worry—I want you there, too. You're the bait. You're the prize.

**Riley**

We'll also have some syndicate agents observing. Most of the nobles will be waiting on their Throneships for our signal.

**Deathstick**

When Bragh's teams fail, he'll come in his Star Destroyer. Personally lead his troops to the surface.

They come down. We spring an ambush. Kill and kidnap.

**Her Majesty**

If Bragh dies, our leverage for negotiating with Governor Adelhard is reduced precipitously.

**Riley**

I'm not worried. Alive is great, but we can make this work with Bragh dead if we have to.

**Deathstick**

Once the trap springs, the Star Destroyer is up to Her Majesty. We see what she can do with those weapons from Hoth.

**SMUGGLER**

All right. So when do I show my face and help stop the first purge team?

**Deathstick**

Imperials are already on the way, yes? We're ready to fight when you are.

**Riley**

Remember, you just need to show your face. Let the Kouhun do the heavy lifting—don't take on more Imps than you have to.

**SMUGGLER**

Not my style to let other folks take my risks.

**Riley**

You got us this far, SMUGGLER. Play it safe for a while?

**SMUGGLER**

Love you, too, Riley.

SETTING THE BAIT	
<p><b>ANOAT</b></p> <p>Story Mission</p> <p>Level 76</p>	MISSION DESCRIPTION
	<p>You met with Riley, Her Majesty, and Deathstick where the Kouhun leader outlined the plan. She said that she intended to use you as bait and had already leaked to the Empire that you would be on Anoat in an area her Kouhun had set up for an ambush. Deathstick said that Commander Bragh would first send his purge teams to deal with you, but after they failed, he would be forced to show up himself. That is when she intended to spring the trap. Time to visit Anoat.</p>

*[Later, somewhere on Anoat.]*

**Loathe**

*[On SMUGGLER's comm.]* SMUGGLER. You have arrived?

**SMUGGLER**

*[Into comm.]* Sure have. You coordinating the Kouhun down here?

**Loathe**

*[On SMUGGLER's comm.]* Some. Deathstick will run others when the time comes. The first purge team is near. They search for you.

We will remove only those who escape. Bragh must not suspect the Kouhun's presence.

**SMUGGLER**

*[Into comm.]* Funny. My sister said you'd do the heavy lifting.

**Loathe**

*[On SMUGGLER's comm.]* Your sister values your life above success. We do not.

*[SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders.]*

**SMUGGLER**

*[Into comm.]* Loathe? Think I got all of them.

**Loathe**

*[On SMUGGLER's comm.]* You did not. But you served adequately. A report has been called in to Commander Bragh, as we desired.

We will handle the remainder. Return to Cloud City and determine your next step.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

That's our first purge team down. Any word on reinforcements?

**Riley**

Nothing yet, but they'll come. No way Commander Bragh ignores this.

**Her Majesty**

But we are not lacking in tasks. Sir Corto Belrake seeks to access the abandoned planetary sensor net, for use by our ships.

**SMUGGLER**

Makes sense. It'd help to know when Bragh's Star Destroyer turns up. But it's ugly down there—

**Her Majesty**

Hence his request for your aid. He is beset by mechanical defenses.

**Riley**

What? That's not even why SMUGGLER is here—

**SMUGGLER**

It's all right, Riley. I know Anoat pretty well; wouldn't wish it on anyone. Tell Corto I'm on the way.

---

PLANETARY SENSORS	
ANOAT	MISSION DESCRIPTION
	You caught up with Riley and Her Majesty. Neither had heard any word regarding reinforcements from Commander Bragh, but Her Majesty requested you assist Sir Corto against some of Anoat's mechanical defenses.
Story Mission	Level 77

---

*[Later, somewhere on Anoat.]*

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* For all its fury, Hoth had a certain beauty. I preferred it to this sullied tomb. I weep to think on those who lived here.

**SMUGGLER**

*[Into comm.]* Anoat's population? Put them out of your head. You'll give yourself nightmares.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Indeed. The droids here still guard the planetary sensor controls. Can you gain access?

**SMUGGLER**

*[Into comm.]* Bet you a thousand credits I come out alive.

*[SMUGGLER progresses, battling Security Droids. SMUGGLER reaches a computer terminal.]*

Corto? You hooked into the planetary systems?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Tentatively, at least. There's a great deal of damage. But when Bragh's Star Destroyer jumps out of lightspeed, we'll see it!

**SMUGGLER**

*[Into comm.]* One step closer, then. You be careful out there.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] And you.

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Her Majesty**

Sir Corto speaks highly of you yet again. The sensors are online. The Throneships can enter the Anoat system the moment they are needed.

**Deathstick**

Three fresh Imperial purge teams are coming.

**SMUGGLER**

Still no Commander Bragh?

**Riley**

Still no Commander Bragh.

**SMUGGLER**

Then I guess these teams are going down, too. I'm going—no arguments, Riley.

REINFORCEMENTS	
ANOAT	MISSION DESCRIPTION
	According to Deathstick and Riley, three new purge teams are en route to Anoat, but neither has heard anything about Commander Bragh himself. You will need to help deal with the purge teams.
Story Mission	Level 78

[*Later, somewhere on Anoat.*]

**Loathe**

[*On SMUGGLER's comm.*] This purge team, the first of three, has prepared well. They have studied specialist suppression broadly—and holovids of you in particular.

**SMUGGLER**

[*Into comm.*] Loathe, even I don't know what I'm doing half the time. They sure won't figure me out.

**Loathe**

[*On SMUGGLER's comm.*] You jest, but remember your training. Not just under the Kouhun, but under all your tutors. Synthesize a means of combat.

They do not know the techniques you have learned. Those are your best hope for survival.

*[SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders. SMUGGLER encounters and defeats Jonas Viron.]*

**SMUGGLER**

*[Into comm.]* Get the Kouhun on cleanup. First team is licking its wounds. Two left.

**Loathe**

*[On SMUGGLER's comm.]* Many of Bragh's purge troops were recruited from gangs in the Cargamalis Street Wars. Others, during training, were sent to fend for themselves on crime-ridden planets.

All empathy has been bled from them. Despite their defeats, I regard them as formidable.

**SMUGGLER**

*[Into comm.]* I've been through plenty and I've still got empathy. Mostly.

**Loathe**

*[On SMUGGLER's comm.]* An inherent flaw in the rock of your spirit. Nonetheless, you have done well.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Riley**

The Kouhun are watching those two other purge teams crawling through the ruins. No word on drawing out Bragh yet.

**SMUGGLER**

Probably won't bother showing until we've handled all his boys.

**Deathstick**

Probably. But they're the "boys" who forced you into hiding. Enjoy hunting them while you can.

**SMUGGLER**

Maybe I get a kick out of fighting—but not killing. Nothing enjoyable about this.

**Deathstick**

Riley? We could bring one home for you. Even find the one who tried to kill you.

**Riley**

I can get my own revenge, thanks.



**Her Majesty**

Enough of this, Kouhun. We cannot delay. SMUGGLER must continue the work, and the next team awaits.

THE SECOND PURGE TEAM	
ANOAT	MISSION DESCRIPTION
	Though neither you nor your allies have heard anything out of Commander Bragh, your allies urged you to deal with the second purge team. You expressed a theory that the commander will show up once his purge teams are completely eliminated.
Story Mission	Level 79

*[Later, somewhere on Anoat.]*

**Loathe**

*[On SMUGGLER's comm.]* This team should be no more trouble than the first. But I cannot be certain.

**SMUGGLER**

*[Into comm.]* “No more trouble” meaning just the best the Empire has to offer? Good enough to kill Happy?

**Loathe**

*[On SMUGGLER's comm.]* No more trouble. And no less.

**SMUGGLER**

*[Into comm.]* Right. One other thing? Tell Deathstick to stop messing with my sister's head. She may be scary, but Riley's way worse.

*[SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders.]*

**Loathe**

*[On SMUGGLER's comm.]* You live.

**SMUGGLER**

*[Into comm.]* This time. One more team to go?

**Loathe**

*[On SMUGGLER's comm.]* Most likely. Then we shall see if Commander Bragh will attempt what his troops could not.

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Any word on Commander Bragh? I keep asking, I know, but—

**Riley**

I'm right there with you. And no, no word yet.

**Her Majesty**

Still, he does not know our intent, and his teams continue to fall. He is a leader, for all his depravity. He will come.

**Deathstick**

Yes.

**Her Majesty**

But there is other news. Sir Corto and his men have taken great pains to conceal themselves from the purge teams...

...but in so doing, they have allowed themselves to be surrounded in their operations center by the unfortunates who dwell upon Anoat.

**SMUGGLER**

Blast. Deathstick, any way the Kouhun could handle that?

**Deathstick**

We're shadowing the last purge team and preparing the trap for Bragh. Can't be everywhere.

**SMUGGLER**

Well, can you keep the Imps from noticing if I give Corto a hand?

**Riley**

The syndicate can cover that. The Imps can run into a few "looters" who are just irritating enough to be a distraction.

**SMUGGLER**

There's teamwork for you. Keep those purge troops warm for me. After I've swept Corto off his feet, they're next on the list.

---

HELPING CORTO	
ANOAT	MISSION DESCRIPTION
	Though two of his purge teams have been defeated, you still have no update on Commander Bragh. Both Her Majesty and Deathstick believe that, as a leader, he will eventually make an appearance. Meanwhile, Sir Corto's team has run afoul of the Anoat inhabitants and needs your assistance. You decide to help the noble before dealing with the final purge team.
Story Mission	Level 80

*[Later, somewhere on Anoat.]*

**SMUGGLER**

*[Into comm.]* So, Corto. Hear you got yourself in trouble again?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Again? Only because my place is so often within the maw of the foe! These...piteous creatures have surrounded us, my friend.

**SMUGGLER**

*[Into comm.]* And you can't fight back, because that might tip off someone you're down here. Just hang tight and I'll give them a scare.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs.]*

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* The creatures are withdrawing. We can handle the rest!

**SMUGGLER**

*[Into comm.]* Glad to hear it. You staying down here when Bragh comes?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* A small team will remain, but I will be transferring to command one of the Throneships.

**SMUGGLER**

*[Into comm.]* Huh. Good luck against the Star Destroyer, then.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Good luck to us all.

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Riley**

That last purge team is on the move. If we don't hit them soon—

**SMUGGLER**

They'll start to wonder if I left the planet for good, I know.

**Riley**

If you'd taken any longer, I would've gone myself. Can't have Bragh thinking you're more important than me.

**SMUGGLER**

It's like always—you're the mind and I'm the muscle.

**Deathstick**

If you're done?

**SMUGGLER**

Right. See if we can pull this off one more time.

---

COMMANDING ATTENTION	
ANOAT	MISSION DESCRIPTION
	Riley informed you that the final purge team was on the move. You need to make an appearance before they think you left the planet for good.
Story Mission	Level 81

---

*[Later, somewhere on Anoat.]*

**Loathe**

*[On SMUGGLER's comm.]* I have been studying Commander Bragh himself, as well as his agents.

**SMUGGLER**

*[Into comm.]* Find anything interesting?

**Loathe**

*[On SMUGGLER's comm.]* He spent many years as a stormtrooper in the Mid Rim. That is how he learned to put down slave revolts and Rebel uprisings.

When he was elevated to command, he transferred to this sector. He swiftly grew close to Governor Adelhard.

**SMUGGLER**

*[Into comm.]* Yeah? Why'd he pick this sector? Doesn't seem like a plum position.

**Loathe**

*[On SMUGGLER's comm.]* He was born on Burnin Konn. Be careful of this purge team, SMUGGLER.

*[SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders. SMUGGLER encounters Lieutenant Moshra.]*

**Lieutenant Moshra**

*[Speaking to hologram of Commander Bragh.]* Commander Bragh, sir? Our team has engaged the—hold on.

**SMUGGLER**

You got your boss on the comm, there?

**Lieutenant Moshra**

SMUGGLER, you are to immediately and unconditionally surrender. You have been designated a threat to Imperial well-being—

**SMUGGLER**

Yeah, you can skip all that. I'm not surrendering. You can, if you want? Make you a lot happier in the long run?

**Lieutenant Moshra**

I'll add threats and bribery to the list of charges.

*[SMUGGLER battles and defeats Lieutenant Moshra.]*

**Commander Bragh**

*[Speaking through hologram.]* SMUGGLER. Sister, Riley. Father and mother dead. More two-bit crimes than a Huttlet.

**SMUGGLER**

You memorize that or are you reading from a script? Either way, seems obsessive.

**Commander Bragh**

*[Speaking through hologram.]* Huh. You think you're helping anyone, spreading rumors about the Emperor?

**SMUGGLER**

I never tried to spread that message. You came after me and my sister before I ever could.

**Commander Bragh**

[*Speaking through hologram.*] Listen, you filth. Governor Adelhard pulled down Anoat to eliminate your kind. To save this sector.

Making friends won't protect you. Murdering my men won't, either. You should've stayed on Burnin Konn and died in the mines.

**SMUGGLER**

Same to you, Commander. Same to you.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**SMUGGLER**

Got a chance to chat with Commander Bragh. Guy's angrier than I expected. Kind of makes me smile.

**Deathstick**

Got his attention. Sharpen your knives—his Star Destroyer is on the way.

**SMUGGLER**

That's fantastic! All right, so...what now?

**Her Majesty**

We must depart to command one of the two Throneships we have committed. Sir Corto will command the other.

**Riley**

I'm coordinating from here. How's the ambush site coming?

**Deathstick**

Nearly ready, yes? Bragh will see it as a perfect battleground—but we control the escape routes and the vantage points.

**SMUGGLER**

So he comes down, we lead him in, capture him and his men.

**Deathstick**

Still one...irritant. We need explosives set around the perimeter in case Bragh tries to land ships to evacuate.

Anoat's "inhabitants" are very territorial. Another hand would be useful, SMUGGLER.

**SMUGGLER**

Glad to help, Deathstick.

---

EXPLOSIVE PERIMETER	
<p style="text-align: center;"><b>ANOAT</b></p> <p>Story Mission <span style="float: right;">Level 82</span></p>	MISSION DESCRIPTION
	At last, Commander Bragh's Star Destroyer began to move towards Burnin Konn. Her Majesty left to take command of one of the two Throneships, with Sir Corto commanding the other. Deathstick wants you to get to Anoat quickly and help the Kouhun set up explosives to keep the Anoat's inhabitants from interfering with the ambush.

---

*[Later, somewhere on Anoat.]*

**Loathe**

*[On SMUGGLER's comm.]* Deathstick and I are readying the others. When Bragh arrives, the Kouhun will descend. Some will die to take him alive.

**SMUGGLER**

*[Into comm.]* Why don't we at least try to avoid people dying, huh?

**Loathe**

*[On SMUGGLER's comm.]* That would be a fruitless endeavor. But many more will die if the nobles and the syndicate fail their part.

**SMUGGLER**

*[Into comm.]* Riley will hold up her end. So will I.

Now if you'll excuse me? I'd like to stop carrying your explosives. Makes me a little nervous.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER places the explosives.]*

Explosives are all in place. You all need anything else?

**Loathe**

*[On SMUGGLER's comm.]* We are ready. When Commander Bragh comes, his operations will end.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Well, don't you look lonely over here?

**Riley**

Kind of enjoying the quiet. Deathstick's with the Kouhun on the ground, and Her Majesty has split the two Throneships with Sir Corto.

**SMUGGLER**

Who's holding the trigger for that stardrop torpedo?

**Riley**

That would be Corto. Worried he'll blow up you and Bragh and half the planet?

**SMUGGLER**

Nah. He's trigger happy, but we're pals now. Guess it's time I went to wait for Bragh myself.

**Riley**

That's not—you don't actually have to go. He's already on the way; you're not useful as bait anymore.

**SMUGGLER**

I appreciate that. I still want to be there.

**Riley**

Do you really think you can do anything the Kouhun and the nobles can't?

**SMUGGLER**

Maybe not. But if this goes wrong, I don't want to sit around wondering.

**Riley**

Right. I—Good luck, then.

READY THE AMBUSH	
<b>ANOAT</b>  <b>Story Mission</b> <b>Level 83</b>	MISSION DESCRIPTION
	You met up with Riley. She expressed pleasure at being able to enjoy the quiet since the others were away for their portions of the plan. Riley tried to convince you that you did not need to return to Anoat since your role as bait was done, but you felt a responsibility to be present for the commander's appearance.

[Later, somewhere on Anoat.]



**SMUGGLER**

[*Into comm.*] I'm in position. I miss anything?

**Loathe**

[*On SMUGGLER's comm.*] I am observing the shuttle as it lands. Kouhun teams are stationed about the district. You are the last.

**Deathstick**

[*On SMUGGLER's comm.*] We've left evidence that should lure Bragh and his team to the ambush site. If he doesn't take our bait, we'll force the matter, yes?

**Loathe**

[*On SMUGGLER's comm.*] Troops are disembarking. Strange...I do not see Bragh.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] Comrades? The Star Destroyer appears to be launching ships toward the planet! Troop dropships and...TIE fighters!

**SMUGGLER**

[*Into comm.*] What does that mean?

**Loathe**

[*On SMUGGLER's comm.*] Bragh is not here!

**Deathstick**

[*On SMUGGLER's comm.*] They're coming for us. It's a trap! Kouhun—do not die alone, or be shamed for eternity!

[*SMUGGLER is ambushed by Purge Troopers. SMUGGLER battles and defeats them.*]

**SMUGGLER**

[*Into comm.*] This is SMUGGLER—anyone still out there? Come on...

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] The Empire is firing on the city, landing more troops...it's as if they knew where the Kouhun were waiting.

**SMUGGLER**

[*Into comm.*] Blast! Can you do anything from up there?

**Her Majesty**

[*On SMUGGLER's comm.*] We cannot. We have failed. The Star Destroyer had allies. My Throneship is disabled.

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] Mine remains intact. Your Majesty, I—

**Her Majesty**

[*On SMUGGLER's comm.*] Enact Protocol Seven, Sir Corto. Flee now.

And you, SMUGGLER? Forgive me. I can only tell you to run.

[*SMUGGLER progresses, battling Purge Troopers and Purge Trooper Commanders.*]

**SMUGGLER**

[*Into comm.*] Riley? Please tell me things are okay at Cloud City?

**Riley**

[*On SMUGGLER's comm.*] Everything's fine, SMUGGLER. Jump out of there while you have the chance.

**SMUGGLER**

[*Into comm.*] I can't just leave everyone—

**Riley**

[*On SMUGGLER's comm.*] It's okay. Please trust me. Come home.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**SMUGGLER**

Riley! They knew we were coming. Bragh never showed. I don't know what happened to the Kouhun, but—

**Riley**

From what I hear, Deathstick escaped. Sir Corto's ship made it out, too. Her Majesty and Loathe were both taken captive.

**SMUGGLER**

The Imperials knew, Riley. They knew. Only one person could've shared the whole plan.

**Riley**

Anyone could've—

**SMUGGLER**

It was Voras. Your boss, head of the Ivax Syndicate. All this time, he's just been using us to get rid of his rivals.

**Riley**

SMUGGLER...

**SMUGGLER**

Riley?

Tell me it was Voras.

**Riley**

It was the only plan that would work. Kidnapping Bragh wasn't really going to make the governor back down...

**SMUGGLER**

Riley.

**Riley**

...but selling the governor the noble court and the Kouhun? He'd turn a blind eye to us and the syndicate. It made sense.

**SMUGGLER**

You sold our friends to the Imps!

**Riley**

To get rid of the death mark! Besides, the Kouhun were never your friends. The nobles were just using you—

Never mind. We need to find Deathstick. I'm not sure Bragh will honor the deal if we can't turn her over.

**SMUGGLER**

You're kidding? Riley, you've been spending too much time with the Hutt.

**Riley**

You think I enjoy the company of Voras? I did all this for you. I did—

**SMUGGLER**

You did this because you were scared of Bragh's death mark.

**Riley**

I did this because I always, always make the tough calls while you're out making friends! You don't get to shrug off responsibility and then blame me.

**SMUGGLER**

And you don't get to protect me. You've been like this since your leg was crippled.

I'm done, Riley. I promised things to the nobles and Kouhun, and I'm going to set this right.

**Riley**

SMUGGLER...there's nothing you can do.

**SMUGGLER**

You'd be real surprised what I can do.

[*Into comm.*] Don't know if this frequency still works, but if you're out there? I need your help. I'm in Cloud City.

I'm sending you a hologram and some information. Just let me know—

**Tam Bastion**

[*On SMUGGLER's comm.*] You've still got friends in the Rebellion. Meet me in the Shadow Market.

**Riley**

What are you doing? Who were you calling?

**SMUGGLER**

Not something you have to worry about. See you around.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**SMUGGLER**

Bastion. Got to say, I wasn't sure you'd come.

**Tam Bastion**

Been watching you. Heard about Commander Bragh's death mark. Tough break.

**SMUGGLER**

Yeah. Guess you Rebels have plenty of death marks already. You watch that holovid I sent? The princess one?

**Tam Bastion**

Yes. The Emperor, dead... We knew something was happening. Didn't know what. Didn't know it was this big.

**SMUGGLER**

Well, I hope it buys me some goodwill, because I've got a big favor to ask. Commander Bragh captured some friends of mine.

**Tam Bastion**

We intercepted word of a massive prisoner transfer. You mounting a rescue?

**SMUGGLER**

Trying. Problem is, I'm, well...kind of responsible for the capture, and I doubt anyone but you will answer my calls.

**Tam Bastion**

Huh. My people are used to going without support. Your friends will be taken to the Crypt, on the outer reaches of the Anoat system.

**SMUGGLER**

This “Crypt” and Imperial prison?

**Tam Bastion**

High-security interrogation center. Two dozen compounds spread over a lifeless moon. Hundreds have gone in—Rebels, dissidents, traitors...

Don’t know who’s still alive. Imps might execute most after questioning.

**SMUGGLER**

Guess we’re on a time limit, then; rescuing corpses isn’t on my agenda. So how do I break in?

**Tam Bastion**

There’s a stormtrooper battalion on the ground. Whole fleet in orbit. Best case, could still be a suicide run.

**SMUGGLER**

I’ll say it again: How do I break in?

**Tam Bastion**

Huh. Fair enough.

What do you have for a sector-wide diversion? How do we move those troops and ships away from the prison?

**SMUGGLER**

What do I have? What are you—Ah, crud.

**Tam Bastion**

We play the princess’s message of freedom for the whole sector. Guarding the prison won’t be anyone’s priority.

**SMUGGLER**

Bastion, I want to get off Bragh’s purge list, not shoot to the top!

**Tam Bastion**

You’re not a Rebel, I know. But even if you die breaching the prison, we’d get the truth out.

**SMUGGLER**

...You know, if anyone else talked me into this, I’d think they were a charismatic genius.

**Tam Bastion**

Talk's not my strong suit. Cloud City was an Imperial garrison. It's got the comm array we need for broadcast.

**SMUGGLER**

Just need to hijack Cloud city's systems from the current owners, then? I've been down in the sublevels before.

**Tam Bastion**

Not sure what defenses they'll have. Droids, at least. Locals. We'll need to access a half-dozen secure systems before we transmit.

**SMUGGLER**

I get it—we'll only have one shot at this. Stay in contact, Bastion. I don't have a clue what I'm doing.

THE MAINTENANCE SYSTEMS	
<div>CLOUD CITY</div> <div>Story Mission</div> <div>Level 84</div>	MISSION DESCRIPTION
	<p>You met up with Tam Bastion, the leader of the Rebel Alliance in the Anoat sector. He had heard rumors of your death mark, and you shared with him the reason behind it. He provided you with information about a large prison transfer and told you that your captured allies would be taken to an Imperial prison known as the Crypt. You asked him for advice on how to create a big enough diversion that would pull defenses away from the Crypt. His solution was to play Princess Leia's message to the whole sector. Now you need to access Cloud City's communications array to do just that.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**Tam Bastion**

*[On SMUGGLER's comm.]* We'll start with low-level maintenance systems. We tap into those, we can disguise our slicing into—

**SMUGGLER**

*[Into comm.]* Bastion? I'm not really into tech. You tell me what computers and machines to punch buttons on, I'll gladly do it.

**Tam Bastion**

[*On SMUGGLER's comm.*] Understood.

[*SMUGGLER progresses, battling Mining Droids. SMUGGLER reaches a terminal.*]

We have access to maintenance. Plenty of work left before we can broadcast the princess's message, though.

**SMUGGLER**

[*Into comm.*] I'm not afraid of work, Bastion.

**Tam Bastion**

[*On SMUGGLER's comm.*] Not afraid to go into the line of fire, either. I hope you get your friends free.

**SMUGGLER**

[*Into comm.*] Me, too.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Tam Bastion**

Checked my contacts. Got the lowdown on Cloud City's systems.

**SMUGGLER**

Good news? Bad news? Both?

**Tam Bastion**

Both. Accessing the comm array—and keeping the Imps from shutting us down—is doable. But tricky.

Stick with cracking the low security systems for now. That'll let us into the main computer later.

But even low security droids will learn your tricks.

**SMUGGLER**

Let me worry about the defenders. You can worry about...well, everything else.

---

POWER REGULATORS	
CLOUD CITY	MISSION DESCRIPTION
<b>Story Mission</b>	According to Tam, the next step toward making your plan work is to crack the low level security systems. You will need to fight through some droids to access the systems.
<b>Level 85</b>	

---

*[Later, somewhere on Cloud City, Bespin.]*

**SMUGGLER**

*[Into comm.]* Bastion? One thing I got to ask: Assuming we broadcast, tell the whole sector about the Emperor's death...

Won't that put people at risk? The governor ruined Anoat just to get at a few dissidents.

**Tam Bastion**

*[On SMUGGLER's comm.]* Once everyone knows the truth, the governor will have to change tactics. He can't massacre everyone in the sector.

**SMUGGLER**

*[Into comm.]* Guess that makes sense, but still—we're doing this to cause trouble.

**Tam Bastion**

*[On SMUGGLER's comm.]* There will be trouble. But there's trouble now.

*[SMUGGLER progresses, battling Mining Droids. SMUGGLER reaches a terminal.]*

**SMUGGLER**

*[Into comm.]* Don't know what I just did, but the machine's blinking.

**Tam Bastion**

*[On SMUGGLER's comm.]* Power regulators. Backdoor into the information processing—

**SMUGGLER**

*[Into comm.]* Still don't understand, still don't care. So long as it gets us into the communications array.

**Tam Bastion**

*[On SMUGGLER's comm.]* Eventually? Sure.

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*



**Tam Bastion**

One more low-level access point. Big power drain nearby—could be a heavy assault droid.

**SMUGGLER**

Ah, I've seen worse. Probably. Right? Thing's not the size of a starship or anything?

**Tam Bastion**

Probably. I'm looking for data on the Crypt, too. If you and your sister are breaking into that prison—

**SMUGGLER**

Just me.

**Tam Bastion**

Huh. Either way, you'll need all the information we can get.

---

THIRD ACCESS POINT		
CLOUD CITY		MISSION DESCRIPTION
Story Mission	Level 86	Tam needs you to activate another low-level access point. He noticed a big power drain in the area, which could indicate the presence of a heavy assault droid and urged you to be cautious.

---

*[Later, somewhere on Cloud City, Bespin.]*

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER? Why are there rumors you're running around the maintenance levels?

**SMUGGLER**

*[Into comm.]* Just looking for the garbage compactor. Cropped something down the chute I shouldn't have.

**Riley**

*[On SMUGGLER's comm.]* I know you're angry, but you have to come back. Now.

**SMUGGLER**

*[Into comm.]* To you or the syndicate? Doesn't matter, I guess. Got a job, Riley. See you some time.

*[SMUGGLER progresses, battling Mining Droids. SMUGGLER encounters and defeats BSC-412 and Interrogator Droids.]*

One more access point. You in, Bastion?

**Tam Bastion**

*[On SMUGGLER's comm.]* Yes. About forty percent there. I'll have a new access target soon.

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Tam Bastion**

Back? Good. Next set of access points is trickier.

You know half the security force here is corrupt? Can't even start to negotiate...

**SMUGGLER**

Yeah, I figured that out a while back. Dirty cops protecting what we need?

**Tam Bastion**

Yes. I can access the comm array now—but I can't upload the princess's message or keep the Empire from shutting us down.

We need access to data processing. Then there's more after that.

**SMUGGLER**

Sounds plausible to me. And you know what, Bastion? You've got the look of an honest man.

**Tam Bastion**

Not sure how to take that. Watch yourself, SMUGGLER.

DATA PROCESSING	
CLOUD CITY	MISSION DESCRIPTION
<p>Story Mission</p> <p>Level 87</p>	<p>Tam said that while he could access the comm array, his ability to upload the message or keep the Empire from shutting it down was still hampered. He now needs you to access data processing.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**Voras the Hutt**

[*On SMUGGLER's comm.*] SMUGGLER! Return to your sister. She has work for you.

**SMUGGLER**

[*Into comm.*] Look, Voras—time was I'd go after you for what you did to me—

**Voras the Hutt**

[*On SMUGGLER's comm.*] I sheltered you! Offered you wealth, power! The removal of Commander Bragh's death mark!

**SMUGGLER**

[*Into comm.*] You sold out my friends and made a liar of me. I've done a lot of shady stuff, but I always kept my promises.

**Voras the Hutt**

[*On SMUGGLER's comm.*] Then you would turn on me? On your sister?

**SMUGGLER**

[*Into comm.*] That won't help me. Won't help the nobles or the Kouhun, either. Me and the syndicate are square, and that's all.

[*SMUGGLER progresses, battling Cloud City Security. SMUGGLER reaches a terminal.*]

**Tam Bastion**

[*On SMUGGLER's comm.*] Got computer access.

**SMUGGLER**

[*Into comm.*] What are the odds those corrupt guards figure out what we're up to?

**Tam Bastion**

[*On SMUGGLER's comm.*] They won't. That's why we cracked the low-level systems first.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Tam Bastion**

Sorry, SMUGGLER.

**SMUGGLER**

What are you apologizing for?

**Tam Bastion**

Been looking for anything on the Crypt. Blueprints. Prisoner listings. Got next to nothing.

**SMUGGLER**

Bastion, you've done way more than your share already. If I need to go in blind to save my friends, that's what I'll do.

**Tam Bastion**

Huh. Meanwhile, you ready to break into another computer system?

**SMUGGLER**

For you? Always.

MEMORY STORAGE SYSTEM	
CLOUD CITY	MISSION DESCRIPTION
<p>Story Mission</p> <p>Level 88</p>	Though Tam was regretful about being unable to find any information on the Crypt, he did have the location of another computer system he needs you to access.

*[Later, somewhere on Cloud City, Bespin.]*

**Deathstick**

*[On SMUGGLER's comm.]* SMUGGLER. Still alive, yes? Yes.

**SMUGGLER**

*[Into comm.]* Deathstick! Listen to me. What happened on Anoat—

**Deathstick**

*[On SMUGGLER's comm.]* If I wanted you dead, you'd be dead. Painfully dead. Hilariously dead? Maybe. I might still change my mind.

**SMUGGLER**

*[Into comm.]* I'm trying to set things right. I've got a plan, but I need a little more time to put the pieces in place.

**Deathstick**

*[On SMUGGLER's comm.]* Tell me one thing, SMUGGLER: Did the Ivax Syndicate betray us?

**SMUGGLER**

*[Into comm.]* It doesn't matter. It was my responsibility. Just give me a few days before you hunt me down. And leave my sister—

**Deathstick**

*[On SMUGGLER's comm.]* Goodbye, SMUGGLER.

*[SMUGGLER progresses, battling Cloud City Security. SMUGGLER reaches a terminal.]*

Bastion? How much more of Cloud City do I need to run through?

**Tam Bastion**

*[On SMUGGLER's comm.]* Getting near the end. Opposition too tough?

**SMUGGLER**

*[Into comm.]* I can handle security. But if I don't get into the prison soon...just try to hurry.

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Tam Bastion**

Few more steps. We'll be able to broadcast.

**SMUGGLER**

You and the Rebels must be looking forward to that. I know you're not just doing this for me.

**Tam Bastion**

You've got a decent cause. Rescuing friends. If I weren't here, I'd have sent someone.

But you're right. This changes the whole sector. My people will be ready.

**SMUGGLER**

I don't mind that even a bit, Bastion. Let's keep this ball rolling.

---

NETWORK ACCESS		
CLOUD CITY		MISSION DESCRIPTION
Story Mission	Level 89	Tam claimed that he was very close to being able to broadcast. He just needs you to get him hooked up to a couple more systems.

---

*[Later, somewhere on Cloud City, Bespin.]*

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* SMUGGLER. I heard you survived Anoat.

**SMUGGLER**

[*Into comm.*] Heard the same about you, Corto. I'm sorry about Her Majesty. You heard any—

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] The rumor is you're scheming again, lurking in the underlevels of Cloud City. I merely wished to inform you of this:

Though I once called you friend, I can do so no longer.

Whether you intended what occurred or merely allowed it through bungling, you will be held responsible by the court.

**SMUGGLER**

[*Into comm.*] Corto, listen to me! There's this prison, called "the Crypt," and—

**Sir Corto Belrake**

[*On SMUGGLER's comm.*] Do not cross paths with me again!

[*SMUGGLER progresses, battling Cloud City Security. SMUGGLER reaches a terminal.*]

**SMUGGLER**

[*Into comm.*] One more. Work your computer magick, Bastion.

**Tam Bastion**

[*On SMUGGLER's comm.*] Not actually my magick.

**SMUGGLER**

[*Into comm.*] Aw, Bastion. You mean to tell me you've got tech specialists? I'm gonna lose all respect for you.

**Tam Bastion**

[*On SMUGGLER's comm.*] We've got access. Come on back.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Tam Bastion**

Problem.

**SMUGGLER**

Cloud City shutting down its computers, switching to cups and string?

**Tam Bastion**

Imperial problem. We set off an alert somewhere. They don't know it's us, but they're here and they're securing the computer cores.

**SMUGGLER**

If they don't know it's us, we've still got a shot. What's left to do?

**Tam Bastion**

Secondary computer nodes. Then we need the main system to send the broadcast.

**SMUGGLER**

If I don't make it, tell...ah, forget it. Folks will figure it out.

THE REAL TECH	
CLOUD CITY	MISSION DESCRIPTION
	Tam informed you that either you or he somehow set off an alert to the Imperials. Though the Imperials had no idea who was involved in the breach, they sent teams to secure the computer cores. Tam needs you to get to the secondary computer node.
Story Mission	Level 90

*[Later, somewhere on Cloud City, Bespin.]*

**Okuvim the Younger**

*[On SMUGGLER's comm.]* SMUGGLER! It is I, Okuvim. Friend of Tam Bastion!

**SMUGGLER**

*[Into comm.]* Well, sure! You helped out first time I met you Rebels. You his secret computer tech?

**Okuvim the Younger**

*[On SMUGGLER's comm.]* He thinks he knows what he's doing. Doesn't, but that's why he talks to us. Reluctantly?

**SMUGGLER**

*[Into comm.]* Aw. You'll steal his dignity away. Well, I'll let you know when I'm in, if the Imps don't shoot me.

**Okuvim the Younger**

*[On SMUGGLER's comm.]* Please do!

*[SMUGGLER progresses, battling Stormtroopers and Imperial Ensigns. SMUGGLER reaches a terminal.]*

**SMUGGLER**

*[Into comm.]* We're done here, but even if the Imps can't reverse what you're doing, they've got to know what comes next.

**Okuvim the Younger**

*[On SMUGGLER's comm.]* Very probably. They'll be waiting at the central computer interface.

**SMUGGLER**

*[Into comm.]* At least I know what I'm walking into.

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Tam Bastion**

It's time.

**SMUGGLER**

You and your people ready to send the princess's message?

**Tam Bastion**

Once you open a connection to the central computer, we'll start the broadcast. Every planet in the sector will be flooded.

They'll try to jam it. They'll cut us off. But not soon enough.

**SMUGGLER**

Can't believe we're inciting a sector-wide riot.

**Tam Bastion**

You wanted a distraction to draw forces away from the Crypt...

**SMUGGLER**

Yeah, and you wanted the truth. Hope neither of us regrets this.

**Tam Bastion**

You need to stay at the computer until we finish. Otherwise, the Imps could shut us down manually.

**SMUGGLER**

And I'm guessing I can't take cover behind the machine, either?



**Tam Bastion**

Yes. Don't blow up the computer. And you said you're no good with tech...

**SMUGGLER**

See you soon, Bastion.

---

THE BROADCAST	
CLOUD CITY	MISSION DESCRIPTION
	Tam has everything he needs in place. As soon as you open a connection to the central computer, he will be able to broadcast Princess Leia's message. He warned you that you would need to stay at the computer until he finishes the broadcast or the Imperials will shut it down.
Story Mission	Level 91

---

*[Later, somewhere on Cloud City, Bespin.]*

**SMUGGLER**

*[Into comm.]* One last thing? If I don't survive, any chance you can spare a team to make the prison run for me?

**Tam Bastion**

*[On SMUGGLER's comm.]* If I could, I would. Sorry.

**SMUGGLER**

*[Into comm.]* Ah, no worries. Once I'm dead, I'll have bigger things to worry about.

*[SMUGGLER progresses, battling Stormtroopers. SMUGGLER reaches a terminal.]*

Bastion? Okuvim? Do your thing!

**Tam Bastion**

*[On SMUGGLER's comm.]* It'll take a minute to prime the comm array. We'll start the broadcast soon as we can.

**SMUGGLER**

*[Into comm.]* You blasted well better!

*[SMUGGLER battles and defeats Stormtroopers and Imperial Ensigns.]*

Bastion? Getting a little worn down here...how we coming?

**Tam Bastion**

[*On SMUGGLER's comm.*] Few minutes more.

**SMUGGLER**

[*Into comm.*] Don't know if I can give you that.

**Riley**

[*On SMUGGLER's comm.*] You won't have to.

Syndicate will take care of the Imps. You just stagger off and feel sorry for yourself.

**SMUGGLER**

[*Into comm.*] Riley? What are you—

**Riley**

[*On SMUGGLER's comm.*] You're an idiot, SMUGGLER. But I'm not letting my little [brother/sister] die.

**SMUGGLER**

[*Into comm.*] That's the nicest thing you've ever said to me. You're sure—

**Riley**

[*On SMUGGLER's comm.*] Go! You win. Don't make me beg.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Tam Bastion**

The message is out.

There are small-scale riots on Delphon and Council. Chaos on Burnin Konn. The governor and Bragh are redeploying forces. So are we.

**SMUGGLER**

That's...I don't know. I don't know if it's good or not, Bastion.

**Tam Bastion**

Me, I'm terrified of what we've done. But sooner or later, it had to happen.

I need to go. Too much going on. But I've confirmed that ships at the Crypt are being transferred. Hundreds of troops on the ground instead of thousands.

If you want to rescue your friends in the nobility and the Kouhun—

**SMUGGLER**

I never said who my friends were.

**Tam Bastion**

You didn't, no. If you want to rescue them, your window of opportunity is narrow.

**SMUGGLER**

The Crypt's my next stop. If you've got any final suggestions—

**Tam Bastion**

Just one. Your sister saved us this time. Maybe she can help after all.

**SMUGGLER**

Yeah. You be careful out there, Bastion. Sector just got a lot more dangerous.

**Tam Bastion**

And a lot closer to freedom. Watch yourself.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Riley**

You had to do it, huh? Broadcast the Emperor's death to the sector?

**SMUGGLER**

Yeah, well...I like the big, splashy schemes. Needed a distraction to free our friends from the—

**Riley**

The Crypt, I know. It's not too late to leave them there. They're not really your friends.

**SMUGGLER**

Ah, maybe not. But they still deserve better. Plus, Loathe was kind of nice to me, and Her Majesty—

**Riley**

Would reminding you this is my responsibility, not yours, change your mind?

**SMUGGLER**

Nah. Makes me feel kind of smug, though.

**Riley**

You're a jerk, SMUGGLER. You have a plan?

**SMUGGLER**

Fly in, land where there's room, start shooting and opening cells and hoping for a miracle.

**Riley**

You know there's a dozen linked prison compounds, right? With kilometers between them? The Crypt is spread across a moon to stop mass breakouts.

**SMUGGLER**

Well, yeah. But anyone locked up must be someone special. So anyone I free is gonna be a victory.

**Riley**

This is why I don't let you plan things.

**SMUGGLER**

Still too soon to joke about that, Riley.

**Riley**

Yeah. I'll do what I can to help. Not sure what. But stay in contact?

**SMUGGLER**

I will. And I'll see you when I get back.

---

TO THE RESCUE	
<p><b>PUJOOL</b></p> <p>Story Mission Level 92</p>	MISSION DESCRIPTION
	<p>Riley was waiting for you in the Paradise Atrium on Cloud City when you arrived. Though she tried talking you out of your rescue plan, she did admit that the situation was her responsibility, acknowledging that you were planning to risk your life for something she did. Staying your course, you decided to head to the Crypt on your own.</p>

---

*[Later, at Alpha Compound at the Crypt on one of the moons of Pujool.]*

**Commander Bragh**

*[Picked up on SMUGGLER's comm.]* Commander Bragh to all personnel: We've got an intruder in alpha compound.

Begin full facility lockdown immediately. All security forces to stations!

**SMUGGLER**

Well, this isn't a good start.

*[SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers. SMUGGLER reaches a prison cell and frees Kosimas.]*

**SMUGGLER**

Hey! You're Sir Corto's pal, right?

**Kosimas**

SMUGGLER...? You are bold to come, but you mustn't stay.

Commander Bragh...he's taken charge of the prison. Everything will be locked down in moments. You'll never escape.

**SMUGGLER**

Let me worry about that. I'll figure something after I get everyone out of—

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Friend SMUGGLER! You are alone no longer!

**SMUGGLER**

*[Into comm.]* Corto? What in blazes are you doing here?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Your sister alerted me to this mad suicide mission of yours. I brought my Throneship as soon as I could.

I have the stardrop torpedo you recovered from Hoth. It is aimed at the prison command compound. Until Her Majesty, my peers, and even the Kouhun are rescued...

...I will hold the enemy at bay. Should they attempt to bring reinforcements, I will turn a swath of the moon into a crater.

**SMUGGLER**

*[Into comm.]* Corto...I always knew I liked you.

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* I apologize for my unkind words in Cloud City. I am ashamed I doubted your sincerity, and that I blamed you for—

**SMUGGLER**

*[Into comm.]* Apology accepted! What's our next move?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* My suggestion? Return to Cloud City, resupply and rearm—and let us shatter this prison together!

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Riley? You give me the best presents. Imps still keeping their distance from Sir Corto's Throneship?

**Riley**

Yeah, and he's still pointing that torpedo at the prison. You've got a clear route in and out so long as he's alive.

**SMUGGLER**

Then we've got a chance of pushing through this. Next step is—

**Riley**

Deactivate the alarms. Shut down the cameras. Most of the surveillance is routed through a single compound away from the prisoners.

You'll never rescue Her Majesty or the others with Bragh watching every move.

**SMUGGLER**

Been thinking about this, huh?

**Riley**

Just go, okay? I give us twelve hours before the Imps write off the prison and kill everyone.

---

BLINDING THE BEAST	
PUJOOOL	MISSION DESCRIPTION
	You spoke with Riley, who was once again fully committed to assisting you. She advised you to deactivate the Crypt's alarms and cameras so Bragh would be unable to follow your movements.
Story Mission	Level 93

---

*[Later, at the Crypt on one of the moons of Pujool.]*

**Commander Bragh**

*[Picked up on SMUGGLER's comm.]* Bragh to all security teams. We have another incursion.

I'm offering two months' bonus pay to the team that kills or captures SMUGGLER.

**SMUGGLER**

[*Into comm.*] For that sort of money, I should turn myself in.

**Riley**

[*On SMUGGLER's comm.*] Take down those alarms and cameras, SMUGGLER. We'll figure out more after.

[*SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers. SMUGGLER reaches a terminal.*]

**SMUGGLER**

[*Into comm.*] Think that did the trick. Prison should be blacked out.

**Riley**

[*On SMUGGLER's comm.*] All right. Now we get serious. Come on home.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Riley**

There's good news and bad news. The bad news is: Different compounds in the prison run on different control circuits.

**SMUGGLER**

Meaning?

**Riley**

Meaning you need to read a tech manual or two. Also, we can't open everything at once—

**SMUGGLER**

—but we can open all the cells in each compound, right? I'm catching on.

**Riley**

You should have a clear shot at delta compound's central access. That'll free a bunch more of the nobles, and who knows what else.

**SMUGGLER**

Got to start somewhere.

---

DELTA COMPOUND	
PUJOOL	MISSION DESCRIPTION
	Riley informed you that the different sections of the prison run on different controls, meaning that you would need to go to each section individually to release the prisoners. She suggested you start with the delta compound.
Story Mission	Level 94

*[Later, at Delta Compound at the Crypt on one of the moons of Pujool.]*

**SMUGGLER**

*[Into comm.]* Sir Corto? How're things going out there?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* Under control, though the Imperials are attempting to remotely access the Throneship's computers.

**SMUGGLER**

*[Into comm.]* Well, you just hold on. And get ready to pick up some friends—I'm opening the delta section.

*[SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers. SMUGGLER encounters and defeats Fingar Buyon. SMUGGLER reaches a terminal.]*

That should open the cell doors. Corto? Any chance I just freed Her Majesty?

**Sir Corto Belrake**

*[On SMUGGLER's comm.]* It's unlikely she's held in so accessible a section. But many other fine members of the court will be freed.

And as for getting the prisoners off-planet...

**Shortpaw**

*[On SMUGGLER's comm.]* What an awful little mess this is. The Trade Spine League is happy to ferry your escapees to freedom.

**SMUGGLER**

*[Into comm.]* Shortpaw! Riley call you in, too?

**Shortpaw**

*[On SMUGGLER's comm.]* I was hurt you didn't contact us first, SMUGGLER. You mustn't forget where you come from.



**SMUGGLER**

[*Into comm.*] Just didn't want to put you out, Shortpaw. I owe you one. Plus maybe a few more.

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Riley**

One set of cells down. The freed prisoners have told us a few things about the Crypt's layout, too.

**SMUGGLER**

Any idea where Her Majesty or the Kouhun are being held?

**Riley**

Yes. Sort of? There's one cell in the gamma compound that's really heavily guarded. Might be her.

**SMUGGLER**

It's more than I had to go on before. Tell Corto and the Trade League I'm making another run.

GAMMA COMPOUND	
PUJOOL	MISSION DESCRIPTION
	You met up with Riley to go over the next step. You inquired as to whether or not she had any idea where Her Majesty and the Kouhun were being held. She identified an area of the gamma compound that seemed to be more heavily guarded than other areas, suggesting your allies may be held there.
Story Mission	Level 95

[*Later, at Gamma Compound at the Crypt on one of the moons of Pujool.*]

**Commander Bragh**

[*Picked up on SMUGGLER's comm.*] Bragh to all security teams. Cameras are still down, but a ship has landed near the isolation cells.

Shoot to kill. Don't bother recapturing escapees.

[*SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers. SMUGGLER reaches a prison cell and frees Loathe.*]

**SMUGGLER**

Loathe! You got no idea how glad I am to see you. I mean, I was hoping for Her Majesty, but—

**Loathe**

I am pleased to see you alive, SMUGGLER. I had assumed you perished on Anoat.

**SMUGGLER**

Takes more than an ambush to perish me. But we got to go—Bragh will surround this whole section.

**Loathe**

I will stay.

**SMUGGLER**

Uh, look...I know you're a tough guy, but I doubt you're in great shape and I really think—

**Loathe**

The Kouhun understand stealth and shadows. Go. I remain to free my people.

**SMUGGLER**

You sure?

**Loathe**

Yes. And thank you, SMUGGLER. It has been my honor.

*[Loathe disappears in a cloud of smoke.]*

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Riley**

SMUGGLER! We just got a ton of information from inside the prison. Schematics, defenses...everything but a prisoner list.

**SMUGGLER**

Good old Loathe. What does that get us?

**Riley**

Gets us what we need to sweep through the guard stations, keep them from sending reinforcements to the cell block compounds.

That should give a clear path for the Kouhun and anyone else to get out.

**SMUGGLER**

So I'm just going in to shoot and blow things up?

**Riley**

Pretty much.

**SMUGGLER**

Works for me.

---

GIFT FROM LOATHE	
<p><b>PUJOOL</b></p> <p>Story Mission Level 96</p>	MISSION DESCRIPTION
	By the time you returned to Riley, she had received a huge amount of data, presumably sent by Loathe. Riley provided you with information that will allow you to hit the guard stations, which will keep them from sending reinforcements.

---

*[Later, at the Crypt on one of the moons of Pujool.]*

**Loathe**

*[On SMUGGLER's comm.]* You received my information?

**SMUGGLER**

*[Into comm.]* Sure did. Hitting the barracks right now. Should keep Bragh from surrounding any more compounds.

**Loathe**

*[On SMUGGLER's comm.]* Good.

*[SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers.]*

My Kouhun...many whom I trained...they are free. They need only reach your allies' ships.

**SMUGGLER**

*[Into comm.]* Glad to hear it. Now let's get you home.

**Loathe**

*[On SMUGGLER's comm.]* Commander Bragh has ordered many squads to pursue. I will delay them.

**SMUGGLER**

[*Into comm.*] Loathe, that's real noble, but I'm not sure—

**Deathstick**

[*On SMUGGLER's comm.*] No Kouhun should live to be captured. His sacrifice will redeem the rest. Yes?

**Loathe**

[*On SMUGGLER's comm.*] Yes.

**SMUGGLER**

[*Into comm.*] Deathstick, come on—if you're here, you can at least help him out!

**Deathstick**

[*On SMUGGLER's comm.*] I was too quick to dismiss you, SMUGGLER. But this is Kouhun business, and you're not Kouhun.

**Loathe**

[*On SMUGGLER's comm.*] Farewell.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Riley**

Deathstick contacted me. She's got people on the ground causing chaos in the prison.

**SMUGGLER**

She also—ah, blast it. I may never understand the Kouhun.

**Riley**

She said before Loathe went and—well, before he sacrificed himself, he located Her Majesty.

**SMUGGLER**

What? Well, let's get her out of there!

**Riley**

That's exactly what Bragh will expect. You realize that, right?

**SMUGGLER**

Bragh's got a stardrop torpedo pointing at him and folks like Deathstick in his prison. Truth is? He doesn't have a lot of tricks left.

---

HER MAJESTY'S RESCUE	
PUJOOL	MISSION DESCRIPTION
	When you met up with Riley, she mentioned that Deathstick contacted her. The Kouhun leader relayed that her people were causing chaos withing the prison and that Loathe managed to locate Her Majesty just before sacrificing himself. You were determined not to let Loathe's sacrifice go to waste. Now you need to get Her Majesty out of there.
Story Mission	Level 97

*[Later, at the Crypt on one of the moons of Pujool.]*

**Commander Bragh**

*[On SMUGGLER's comm.]* I know you can hear me, SMUGGLER.

You've got a lot of gall, broadcasting that message. Coming to the Crypt. Don't care who you trample to get rich, do you?

**SMUGGLER**

*[Into comm.]* You trying to make me feel guilty? Really?

**Commander Bragh**

*[On SMUGGLER's comm.]* I'll offer this once: Full pardon, enough credits to buy a moon and passage out of the sector. That's what—

**SMUGGLER**

*[Into comm.]* Give it up, Bragh.

*[SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers. SMUGGLER reaches a prison cell and frees Her Majesty.]*

Looking good, Your Majesty. You wear the prison; prison doesn't wear you.

**Her Majesty**

Confusing as always, SMUGGLER. But we are very pleased to see you. Is our court—

**SMUGGLER**

Already rescued just about everyone, and Sir Corto's waiting for you.

**Her Majesty**

Then once again, you have our gratitude. If we lack the poetry to express it, we—

**SMUGGLER**

Be gracious when you're home and healthy. I'm getting you out.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**Riley**

Trade League's picking up the last of the escapees. Sir Corto's getting ready to pull the Throneship out—

**SMUGGLER**

Tell him to hold on. How many people still in that prison?

**Riley**

What? Probably a couple hundred, I guess, but they're not our people.

**SMUGGLER**

They're people. Dissidents, probably. Criminals like us. And Bragh's in there, too.

**Riley**

Oh, you aren't serious—

**SMUGGLER**

I don't have your taste for revenge, Riley. But would it be so bad if we ran into him while freeing everyone?

**Riley**

Well...actually, he's probably in the warden's office. Where you can unlock the omega compound cells.

**SMUGGLER**

So how do I get there?

**Riley**

It's the center of a huge complex. You'll want to take out the guard stations first or you'll get surrounded. And we'll need—

**SMUGGLER**

I trust you, Riley. Guard stations first. I'm on it.

---

OMEGA COMPOUND	
PUJOOL	MISSION DESCRIPTION
	You returned to Riley, and she informed you that Sir Corto had Her Majesty and the other nobles aboard his Throneship and was getting ready to pull out. Then an idea formed and you asked Riley to have them hold off. There were hundreds of more prisoners in the Crypt, and likely, not one deserved to be there. You decided then that you were going to free all of them, and you were hoping to run into Bragh while you were at it.
Story Mission	Level 98

*[Later, at Omega Compound at the Crypt on one of the moons of Pujool.]*

**Voras the Hutt**

*[On SMUGGLER's comm.]* SMUGGLER. Now you enlist Riley in your scheme? She was an asset to the syndicate, and you are ruining her!

**SMUGGLER**

*[Into comm.]* Look, Voras, you lost this one. It's way too late to sell out to Bragh now, and he—

**Voras the Hutt**

*[On SMUGGLER's comm.]* I am aware of my losses! Riley reminds me. Nogba reminds me. I am not a fool.

**SMUGGLER**

*[Into comm.]* So what are you gonna do about them?

**Voras the Hutt**

*[On SMUGGLER's comm.]* I will tack into the wind.

**SMUGGLER**

*[Into comm.]* Not actually familiar with that expression.

**Voras the Hutt**

*[On SMUGGLER's comm.]* Mm. Ivax Syndicate agents will be at the prison shortly. If you clear your perimeter, they will hold it.

*[SMUGGLER progresses, battling Stormtroopers, Imperial Ensigns, and Purge Troopers.]*

**Riley**

[*On SMUGGLER's comm.*] You hear from Voras? He'll hold the line around the command complex.

**SMUGGLER**

[*Into comm.*] I heard. The Hutt's a gentleman when his back's to the wall.

**Riley**

[*On SMUGGLER's comm.*] Don't I know it. Come on home and get ready. Next, you're going after Bragh.

---

[*Later, at the Paradise Atrium on Cloud City, Bespin.*]

**Riley**

Syndicate agents surrounding the command complex? Check. Kouhun running amok? Check.

**SMUGGLER**

Nobles hovering in a big old Throneship, pointing a gun at the prison? Trade League ships helping where it counts?

**Riley**

Check and check.

You can march into that command center, open all the doors, and say "hi" to Commander Bragh whenever you want.

**SMUGGLER**

Guess I'm ready. And you don't need to say it—I know he's ready for me, too.

**Riley**

Yeah. But I've given up arguing.

**SMUGGLER**

I couldn't have done any of this without you.

**Riley**

And you wouldn't have had to, either. Love you, SMUGGLER.

**SMUGGLER**

Love you, too. And if I don't come back? Name a pet after me or something.

---



COMMANDER BRAGH	
PUJOOL	MISSION DESCRIPTION
	You met with Riley, and she mentioned that your allies—the Ivax Syndicate, the Kouhun, the Noble Court, and the Trade League—were each contributing, in their own ways, toward the disruption of the Imperial prison. Commander Bragh has nowhere to go, and you are pretty sure he awaits your arrival.
Story Mission	Level 100

*[Later, at the command center of the Crypt on one of the moons of Pujool.]*

*[SMUGGLER progresses and defeats Purge Troopers. SMUGGLER encounters Commander Bragh speaking to a hologram of Governor Adelhard.]*

**Commander Bragh**

It's the blasted [boy/girl], sir. [He's/She's] built a whole army out of the scum of the sector.

**Governor Adelhard**

*[Speaking through a hologram.]* The syndicate, the Rebels, the Kouhun...you're telling me a gangster is running the lot?

**Commander Bragh**

Some of these kids, growing up on Burnin Konn...they get a taste for power. They turn ruthless going after it.

**SMUGGLER**

Hey, now. I've got plenty of ruth. And I didn't come after you until you killed my friends!

**Commander Bragh**

You were circumventing the Iron Blockade with the Trade League long before I killed Happy Dapp.

**SMUGGLER**

Well—okay, that's true. But I wasn't doing it to fight the Empire.

**Commander Bragh**

Sorry about this, sir. I'll handle it.

**Governor Adelhard**

*[Speaking through a hologram.]* I should hope so, Commander.

**SMUGGLER**

We going at it?

**Commander Bragh**

We are.

**SMUGGLER**

Heard you're from Burnin Konn, too. Let me show you how we do things there nowadays.

*[SMUGGLER battles and defeats Commander Bragh and Purge Troopers.]*

Say, Governor? You know your commander here was crazy, right? Torched civilians to keep the Emperor's death secret—

**Governor Adelhard**

*[Speaking through a hologram.]* So long as I run this sector, [boy/girl], the Emperor lives. But you? Your life is over.

My troops will know your face from Cloud City to Delphon. Not the face of some grand revolutionary...

...but the face of a common thug who thought [he/she] was superior to the slop [he/she] was raised in.

**SMUGGLER**

Huh. The problem with thugs, governor?

You hit them, they hit back.

*[Into comm.]* Riley, if you're listening? Get everyone together—and I mean everyone. We've gotta talk.

---

*[Later, at the Paradise Atrium on Cloud City, Bespin.]*

**SMUGGLER**

Well, ain't this a sight?

**Riley**

You said get everyone together. I took you seriously for once.

**SMUGGLER**

I'm not complaining. I—

**Voras the Hutt**

I do not like making appearances, SMUGGLER. And I do not like the company here.

**Deathstick**

A dangerous gathering, yes? Someone here may very well give into her temptations and try to kill the others...

**Tam Bastion**

I respect you, SMUGGLER. You know that. But I'm needed other places.

**SMUGGLER**

Hey! All of you—listen up, and we'll get through this quick. But enough blasted bickering. And no shooting—or stabbing—one another!

That's how we ended up in this mess in the first place.

**Her Majesty**

You speak of treachery on the part of—

**SMUGGLER**

No—no, we are not accusing one another right now. The whole point...the whole point is that the Empire wants us all dead.

Some sooner, some later, but real, dead-as-dirt dead. And you've all been too focused on making credits and backstabbing one another to do anything about it.

**Shortpaw**

In fairness, SMUGGLER—

**SMUGGLER**

I'm not finished!

Cutting deals with the governor won't work. Hoping for the best won't either. You know what will work? Anyone?

**Deathstick**

The Crypt.

**SMUGGLER**

Exactly. We all cooperated and made something happen. We all came out ahead. Didn't even need to like each other.

**Tam Bastion**

Suppose you're right. Only thing that ever brought us together is you.

**Her Majesty**

The Rebel speaks sooth.

**SMUGGLER**

If that means he's right? I guess he is. Much as I'd like to slink somewhere safe, that's not an option anymore.

Governor Adelhard's coming for us. So we may as well fight back. Besides, I don't think anyone really thinks we're better off with the Empire.

**Shortpaw**

You want to lead a revolution?

**SMUGGLER**

Guess I do. You in?

**Shortpaw**

Hmph. Profits are down. And the Trade League favors freedom. Yes.

**Tam Bastion**

Can't say I love all your friends. But I won't turn down good help. We may even have a place for headquarters.

**Her Majesty**

You are a leader in your own way, SMUGGLER. The noble court will join your alliance.

**Voras the Hutt**

Mm. The Ivax Syndicate will not be excluded. Though war is not good business.

**Deathstick**

In. We have reasons.

**SMUGGLER**

Then we've got ourselves our own little rebellion. What do you say we bring down an Empire?

**Riley**

My [brother/sister] the hero. This can't end well.

**Tam Bastion**

May the Force be with us all.

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## Light Side Missions

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*[At the Carbon Score Cantina on Burnin Konn. SMUGGLER trades holodiscs to Dazur Dar for “Secret Weapons of the Noble Court,” a pack of holodiscs claiming to outline secrets behind the Noble Court’s near miraculous survival against the Empire. On the holodiscs are hundreds of years’ worth of history surrounding the Noble Court and their odd advisers—men and women through the ages that have rarely been part of the court but have been pivotal in their both maintaining their independence during the time of the Republic and avoiding the purges of the Empire. Only one of these advisers is still listed as alive: Xiath, currently on Hosra, fourth planet in the Burnin Konn system. It may be they can help you against the Empire as well...]*

---

*[Later, at the Ancient Palace on Hosra.]*

**Xiath**

Sir Dewraul! No, no, no. You should not be returned from Council yet. His Majesty will require your guidance.

**SMUGGLER**

Uh. Hello? I heard you could help us against the Empire—

**Xiath**

Hm. The Empire? Has the duke appointed himself emperor, now? Always grabbing for power...

**Amrosio**

You’ve come at a bad time. Mentor Xiath is...lost in thought.

**SMUGGLER**

He’s lost all right. You his caretaker or something?

**Amrosio**

Or something.

**Xiath**

Silence! Both of you. I’m well aware of who and where I am. And who you are, SMUGGLER.

**SMUGGLER**

You know what? Maybe this was a bad idea.

**Xiath**

Silence!

**Amrosio**

He requests silence.

**Xiath**

SMUGGLER. A friend of the noble court, but not born of the court. As we both are, mm?

But yes...I see something in you. Perhaps—no. But perhaps!

**Amrosio**

Shall I remove him, sir?

**SMUGGLER**

I'd like to see you try.

**Xiath**

No. This one can be taught. Perhaps. Perhaps more than any for a very long time. Very very long.

**SMUGGLER**

Taught what? I was kind of hoping you'd have, I don't know, fancy guns.

**Xiath**

Nothing so vulgar! I've taught princes to avoid an assassin's blade. I've shown queens how to anticipate their downfalls.

I can show you to direct your destiny. But first you must understand time and space and fate—the web that binds us.

**SMUGGLER**

Uh. Maybe just write it all down for me, and I promise I'll read it later?

**Xiath**

The ruins of Mataou. They are still ruins, yes? There is a great power buried within. Necessary for the Empire's defeat.

**SMUGGLER**

Okay, now we're talking.

**Xiath**

It is the end of a journey, and a beginning. If you seek it, you must promise to complete the cycle with me.

**SMUGGLER**

That's a pretty vague promise. But if I start something, I finish it.

**Xiath**

Good enough! Amrosio, provide our friend with the location.

**Amrosio**

You're certain—

**Xiath**

Silence! Yes. Within the ruins of Mataou, guarded by the ancient beasts. You must go.

THE UNKNOWN PATH	
<p><b>MATAOU</b></p> <p><i>Light Side Mission</i> <i>Level 56</i></p>	MISSION DESCRIPTION
	<p>Searching for new allies in your fight against the Empire, you traveled to Hosra, the fourth planet in the Burnin Konn system. There you met Xiath, a strange old man who saw some sort of potential in you and offered to teach you, though in what you do not know. Xiath claims great power is buried on Mataou, something necessary to defeat the Empire. As the first part of your lessons, he wants you to travel to Mataou to search for the source of the power.</p>

*[Later, somewhere on Mataou.]*

**Amrosio**

*[On SMUGGLER's comm.]* You have arrived on Mataou?

**SMUGGLER**

*[Into comm.]* Yep. Been here before, so the dangers don't scare me too much. Be nice to know what I'm looking for, though.

**Amrosio**

*[On SMUGGLER's comm.]* Forgive the mentor's, ah, lack of specificity. Even I still get frustrated by him. But do not trivialize the dangers.

**SMUGGLER**

*[Into comm.]* Hey, when you've shot as many critters as I have—not that I'm proud, mind—

**Amrosio**

Focus. The journey will try you. What you will find will be...unexpected. But it is necessary.

*[SMUGGLER progresses, battling Ro Hypa. SMUGGLER encounters and defeats a Ro Hypa Brood Mother. SMUGGLER approaches a tree.]*

**SMUGGLER**

*[Into comm.]* Hey, Amrosio? Think I missed whatever I'm looking for. Maybe give me a hint? All I've got is some sort of plant...

**Amrosio**

*[On SMUGGLER's comm.]* Then you've found what the mentor requires. Remove its fruits. Do not harm it.

**SMUGGLER**

*[Into comm.]* You sent me all the way out here for fruit?

**Amrosio**

Xiath's ways are...unusual. But trust in him. No matter the strain...You must trust in him.

**SMUGGLER**

Yeah. Your mentor and me are gonna have a long talk when I get back.

---

*[Later, at the Ancient Palace on Hosra.]*

**SMUGGLER**

Fruit? You send me to that snake pit for fruit?

**Xiath**

You carry it? Take great care. Do not consume it. Protect the seeds with your life. Mm.

Imagine the seeds are like the potential within you. The need to burst from a shell and reach into the invisible web of life...

...to touch the lives of others, far away and down generations. You see?

**SMUGGLER**

Uh. Go back to "do not consume" and let's start over.

**Xiath**

Pfah! Another lesson, then. A different lesson. He's almost as difficult as you, Amrosio.

**Amrosio**

I wouldn't know, Mentor.



**Xiath**

The past. We begin at the beginning. Clever, yes? Long ago, Mataou belonged to the Hutts. Long ago, Nothoiin nobles ruled our sector.

They would meet and seek peace together at Mataou’s Shrine of Dynasties. It is forbidden by the Empire now, but you must reach it.

**SMUGGLER**

Look, maybe we should just call it a day. Whatever you’re teaching may not be for me.

**Xiath**

You promised to see this through. For your past. For your destiny.

**SMUGGLER**

I was hoping you forgot that. Guess I’m heading back to the wastelands.

FORGOTTEN PEACE	
<p><b>MATAOU</b></p> <p><i>Light Side Mission</i> <i>Level 63</i></p>	MISSION DESCRIPTION
	<p>You questioned Xiath about sending you to collect fruit. He claimed that the fruit was part of the lesson, but you had no idea what he was talking about. Because you failed to understand his lesson, he wants you to return to Mataou for another lesson. Bound by your promise to Xiath to see his teachings through to the end, you agreed. He wants you to return to Mataou and seek the Shrine of Dynasties, the place where the Hutts and Nothoiin once met to discuss matters of peace and cooperation.</p>

*[Later, somewhere on Mataou.]*

**Amrosio**

*[On SMUGGLER’s comm.]* You mustn’t doubt the mentor. I can’t tell you his reasons, but—he will show you something important.

**SMUGGLER**

*[Into comm.]* Ah, you don’t have to make excuses for him. So he’s a “mentor” to the nobles, right? And there’ve been others, years back?

**Amrosio**

*[On SMUGGLER’s comm.]* You understand correctly.

**SMUGGLER**

[*Into comm.*] And he looks like a noble himself, but he's not one. So can just anyone become a mentor, or—

**Amrosio**

Where his kind come from, even I do not know. The noble court accepts the gifts its mentors offer. As should you. Find the shrine.

[*SMUGGLER progresses, battling Stormtroopers and Imperial Ensigns. SMUGGLER reaches the Shrine of Dynasties.*]

**SMUGGLER**

[*Into comm.*] All right. Found your shrine. Smells like history. You want me to carve my name on it or something?

**“Happy” Dapp**

[*Disembodied voice speaking to SMUGGLER.*] Let's tally it up, huh? First, I pay you half in advance for delivery. Think to myself, “Happy, buddy, you done a kind thing.”

**SMUGGLER**

What the—?

**Riley**

[*Disembodied voice speaking to SMUGGLER.*] Just don't cry on my shoulder when we put the mad dog down.

**SMUGGLER**

[*Into comm.*] Amrosio? Xiath? I don't know what mean little trick this is, but—

**Amrosio**

[*On SMUGGLER's comm.*] We've done nothing, SMUGGLER. But Xiath promised you your past, and I suspect that's what you found.

Come back. Continue the journey.

---

[*Later, at the Ancient Palace on Hosra.*]

**SMUGGLER**

You want to give me a really good explanation about how you got me hallucinating down there?

**Xiath**

Mm. No hallucinations. You only connect to the skein. The web. The knot. You have seen your own past.

**SMUGGLER**

What does that—

**Xiath**

Have you ever wondered why the noble court is concerned with heritage? Sons and mothers, bloodlines and inheritance?

**SMUGGLER**

Sure. It's a way of keeping power in the family.

**Xiath**

No, no. Family isn't about that. Or even about loyalty. Family is the thread through time that all of us may follow to insight.

**Amrosio**

You begin to perceive a larger world. Eventually, you may become able to manipulate—

**Xiath**

Silence, Amrosio! You'll ruin the surprise.

The journey continues, from past into present. There is a place in Cloud City where you are needed.

The children of the noble court require your aid against the savagery of the Empire. A scion of Nothoiin blood flees luxury into darkness.

**SMUGGLER**

See, a problem like that I know how to solve. Seems a lot more practical than this seeds and shrine stuff, too.

**Amrosio**

Then let's get you on your way. Your questions can be answered later.

**Xiath**

Later. Or in the past. But now we live in the present!

---

A CLEAR OBJECTIVE	
<p style="text-align: center;"><b>CLOUD CITY</b></p> <p><b>Light Side Mission</b> <b>Level 70</b></p>	MISSION DESCRIPTION
	<p>As part of your lessons, Xiath finally presented you with something less obscure than your previous tasks. He informed you that you were needed in Cloud City, that a “scion of Noble blood” required your aid against the Empire. Helping those in need, especially with Imperial problems, has become something of a specialty for you. Perhaps this task will bring you closer to the conclusion of your bizarre journey.</p>

*[Later, somewhere on Cloud City, Bespin.]*

**SMUGGLER**

*[Into comm.]* Look, Amrosio—you’ve got a crazy mentor, but you’ve been pretty straight with me.

You have any clue who I’m rescuing? I don’t mind putting my life on the line, but if this turns out to be some folksy metaphor...

**Amrosio**

*[On SMUGGLER’s comm.]* Trust in Xiath. He won’t test you without good cause. If he says someone needs you, he or she needs you.

**SMUGGLER**

*[Into comm.]* All right, then. And if I ask about those voices I heard—

**Amrosio**

*[On SMUGGLER’s comm.]* Not my place to discuss it.

*[SMUGGLER progresses, battling Imperial Ensigns, Stormtroopers, and Purge Troopers. SMUGGLER encounters and defeats Agent Skokare. SMUGGLER reaches Huliasu.]*

**SMUGGLER**

Hey! You looking for a rescue?

**Huliasu**

What? Yes! How? I didn’t know the Imperials were after me until...ten minutes ago, maybe.

They think I'm some smuggler. Sent a team all the way here to kill me. How did you know?

**SMUGGLER**

Someone told me—and I quote—"the children of the noble court" needed my help. Guess he had a hunch.

**Huliasu**

But I'm not—my grandfather was part of the court. Not me.

**SMUGGLER**

Don't question a hunch that good.

**Xiath**

*[Disembodied voice speaking.]* Ah, Amrosio. Even now, the student learns.

**SMUGGLER**

Tell me you heard that?

**Huliasu**

Huh?

**SMUGGLER**

Never mind. Let me give you a ride out of here.

---

*[Later, at the Ancient Palace on Hosra.]*

**SMUGGLER**

Okay. Could be you're running a blasted good con, could be you're real. Either way, I want to see how this ends.

**Xiath**

As I hoped. But from past and present, there's only one path forward.

**SMUGGLER**

Yeah, sure—but before the next lesson, there's something I want to ask.

**Amrosio**

No, you aren't being charged for the lessons.

**SMUGGLER**

That wasn't—well, good to know anyway. I wanted to ask if this is...is this Jedi stuff? Because I've heard stories.

**Xiath**

Mm. I promise you, SMUGGLER—I am no Jedi. My order, too, was nearly extinguished by the Empire...

...but we are a heartier breed. Shall we continue?

**SMUGGLER**

If you're just gonna be mysterious about it, sure.

**Xiath**

You've followed the web of blood and time and space into the past, seen the connections of all things in the present.

Now, you begin the path to the future. Recall, if you will, the Earl Alner?

**Amrosio**

Mentor...

**SMUGGLER**

Tried to overthrow Her Majesty. I had to take him down for the court. Wouldn't surrender.

**Xiath**

In the ruins of Anoat, in a district he once called home. He deserved better.

You still have the fruit from Mataou? Plant the seeds—all but one—in the cracks of the steel that was the Earl's home.

**Amrosio**

Perhaps I should—I mean, the creatures of Anoat have overrun the district.

**Xiath**

It must be SMUGGLER.

**SMUGGLER**

My responsibility anyway. Would be nice to see Anoat regrow a little. Can't believe you've got me buying into this...

**Xiath**

Ha! Nor I, my newest student. Nor I.

---

NEW LIFE ON A DYING WORLD	
ANOAT	MISSION DESCRIPTION
	You asked Xiath if your lessons were related to the Jedi, but he assured you they were not. Though his abilities appear similar to the stories you heard about Jedi, Xiath claimed to be from a different order. Now he wants you to go to Anoat to pay homage to Earl Alner. Though you had to take the earl down for trying to overthrow Her Majesty, Xiath believes he deserved better. He asks that you plant the seeds you obtained from Mataou in the area of Anoat that the earl once called home.
Light Side Mission	Level 78

*[Later, somewhere on Anoat.]*

**Amrosio**

*[On SMUGGLER's comm.]* If I may make a request, SMUGGLER?

**SMUGGLER**

*[Into comm.]* Shooting hasn't started, so what can I do for you?

**Amrosio**

*[On SMUGGLER's comm.]* The grounds of Earl Alner. The man you killed. Treat them with respect.

**SMUGGLER**

*[Into comm.]* I'll do my best. They mean something to you?

**Amrosio**

*[On SMUGGLER's comm.]* The earl was my uncle. I bear you no ill will. But if you are to bring life to his place of death—

**SMUGGLER**

*[Into comm.]* Yeah. Treat it with respect. You got it.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER encounters and defeats Lurker Augurer. SMUGGLER approaches a crack in the steel floor.]*

There we go. Seeds planted. Hey, I just got the metaphor there—

**Nogba Quush**

*[Disembodied voice speaking.]* To victory! Today, we defeat the Empire, or we are defeated.

**Unknown Voice**

*[Disembodied voice speaking.]* SMUGGLER. Impressive. But not enough.

**Untabros Munkh**

*[Disembodied voice speaking.]* Lightsaber...

**SMUGGLER**

Huh. More confusing than usual.

**Amrosio**

*[On SMUGGLER's comm.]* SMUGGLER? Are you all right?

**SMUGGLER**

*[Into comm.]* Just fine, Amrosio. Give it time, and something will grow here.

---

*[Later, at the Ancient Palace on Hosra.]*

**Amrosio**

My thanks to you. Perhaps the ruins of Anoat will someday bloom.

**Xiath**

And now? You have seen it?

**SMUGGLER**

I saw—well, heard—something. Not sure what it was.

**Xiath**

You saw the future. A future. Your future? It will be a long time before you learn to perceive how all is connected.

**SMUGGLER**

Can't believe I'm saying this, but...can you teach me?

**Xiath**

To sense the connections between all those who live? To see in time and space, and move freely through both?

**SMUGGLER**

Yes. That. Teach me that. Look, Xiath...I just want to understand what's going on.



**Xiath**

Then there is one more journey for you. You retained a single seed, after the planting on Anoat?

**SMUGGLER**

If it's not lost in pocket lint, sure. You want me to plant something else?

**Xiath**

There is a place on Burnin Konn. It calls to you.

**SMUGGLER**

It does?

**Xiath**

It does. Let yourself be guided through the web of life. Bind past to future.

**Amrosio**

You'll do fine. If not, be sure to write us someday and tell us what you're up to.

**SMUGGLER**

Burnin Konn—destination unknown—it is, then.

PLANTING THE SEED	
BURNIN KONN	MISSION DESCRIPTION
	Xiath offered to teach you to sense the connections between all those who live, how to perceive time and space, and how to move freely through them both. Xiath wants you to return to your home world of Burnin Konn to complete one more task. He told you to take the single remaining seed and allow it guide you to the final destination of your journey. He said for you to bind past to future.
Light Side Mission	Level 85

*[Later, somewhere on Burnin Konn.]*

**SMUGGLER**

*[Into comm.]* Amrosio? I don't have a clue if I'm in the right spot or what...just an old mine. Old security droids still on patrol.

**Amrosio**

*[On SMUGGLER's comm.]* Hold the seed. It will guide you. It has to.

**SMUGGLER**

[*Into comm.*] Well, someone better.

**Amrosio**

[*On SMUGGLER's comm.*] You do know this place, though. Don't you?

**SMUGGLER**

[*Into comm.*] Maybe. Tell you later.

[*SMUGGLER progresses, battling Security Droids. SMUGGLER encounters and defeats PPK-380. SMUGGLER approaches a crack in the steel floor.*]

**Amrosio**

[*On SMUGGLER's comm.*] Have you found anything yet?

**SMUGGLER**

[*Into comm.*] Yeah, I found something. Not hearing voices this time, though.

**Amrosio**

[*On SMUGGLER's comm.*] Not every lesson is absorbed in the same way. Do what you must. Plant the seed.

**SMUGGLER**

[*Into comm.*] Yeah. Talk to you later.

Well, Dad? Anything you want to say? "Dig me out, these rocks hurt"?

Didn't think so.

Stayed away from a mine job myself. Didn't think you'd mind too much. Actually got into—well, it's a long story.

Don't get back to Burnin Konn a lot. Family's still family, though. Think about you sometimes.

Tough soil here. Let me know if something takes root. I'll tell Riley you're doing okay.

---

[*Later, at the Ancient Palace on Hosra.*]

**SMUGGLER**

Amrosio. Xiath.

**Xiath**

The seeds. They are planted?

**SMUGGLER**

All of them. A few on Anoat, the one on Burnin Konn.

**Xiath**

Consider again where they came from. How you plucked them from the desert of Mataou.

**SMUGGLER**

Xiath, I'm not really in the mood—

**Xiath**

Such a plant does not grow in the Mataou wastes without aid. There are students and mentors who came before us, and who will come after.

**SMUGGLER**

So, what...I'm just doing this planting so someone else can come along?

**Xiath**

You have always been part of the journey of life. Far into the past and future. What you leave behind, others will continue.

**Amrosio**

Some people find peace in that.

**SMUGGLER**

I'm a long way from peace. But...yeah. I take your point.

**Xiath**

I have awakened your senses to the best of my ability. From here on, I can teach you only tricks.

The rest is up to you.

**SMUGGLER**

Always is, Xiath. You've shown me plenty. Any hints, though? About what's next for me?

**Xiath**

Terrible dangers. Yet you are ready for them. Or you will be. Or you were.

**Amrosio**

Not always helpful, is he? It's been a pleasure, SMUGGLER. Come see us again soon.

**SMUGGLER**

Amrosio? I'm gonna take you up on that offer. I'll even try not to make you regret it.

## Dark Side Missions

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*[At the Carbon Score Cantina on Burnin Konn. SMUGGLER trades holodiscs to Dazur Dar for “The Origin of the Kouhun,” a pack of holodiscs detailing the supposed origin of Deathstick’s rise to power and the forming of the Kouhun. On the holodiscs are a great deal of information, much of it contradictory. What is clear, however, is that Deathstick has connections to a powerful being called Shelish who can be found on Jhas Krill, the eleventh moon of Jhas in the Hoth system. This Shelish may be your path to power as it was for Deathstick...]*

---

*[Later, at the Swamps of Jhas Krill.]*

**Owacchi**

Stupid little creature comes. Make it meat!

**SMUGGLER**

Hey now—hey! Down! I didn’t come to fight—I’m friends with the Kouhun. Heard you might help me.

**Shelish**

Help you? Oh, I fear you were badly misinformed.

**Owacchi**

Many scents. Imperial stink and polish. Perfumes. Deathstick!

**SMUGGLER**

You can—you can smell Deathstick on me? Knew I should have showered this morning...

**Shelish**

Owacchi knows Deathstick’s scent very well. She is...special to me, though our paths have diverged.

**SMUGGLER**

She family or something?

**Shelish**

She is as she is. Both Deathstick and the Kouhun serve my purposes, despite our divergence.

And you? You might serve me as well. There is power in you. You can never be a true witch, as I am...

...but it may be in you to taste the magick of the Nightsisters.

**SMUGGLER**

Uh. Okay. So I'm not stupid enough to laugh at the lady with the Wookiee—but I think you're selling this pitch to the wrong person.

**Shelish**

You do not believe in magick? Is that it?

**SMUGGLER**

Look, I know there's some weird stuff out there—but no, not really.

**Shelish**

Call it what you will. I am not worried. It is a simple matter to show that my power, it is no illusion.

*[Shelish gestures with her hands. SMUGGLER becomes disoriented.]*

**SMUGGLER**

What? Say, are you feeling...things look kind of...funny...

---

MAGICK OF THE NIGHTSISTERS	
<p><b>JHAS</b></p> <p><b>Dark Side Mission</b> <b>Level 63</b></p>	MISSION DESCRIPTION
	<p>In your search for help against the Empire, you traveled to Jhas Krill, the 11th moon of Jhas, a gas giant in the Hoth system. There you found a Wookiee and a creepy old woman who referred to herself as a witch. The woman had some sort of association with Deathstick and the Kouhun, but you were not certain of the details. The woman claimed you had some sort of power in you, that you could “taste the magick of the Nightsisters.”</p>

---

*[Somehow, somewhere on Hoth. Everything is tinted red and dreamlike.]*

**SMUGGLER**

...what? Hey? Witch lady?

What happened back there?

**Riley**

*[On SMUGGLER's comm.]* SMUGGLER! You have to find Deathstick. she and the Kouhun betrayed us!

**SMUGGLER**

[*Into comm.*] Riley? Where—no, wait. Saliva’s freezing, so I’m on Hoth. How’d I get here, though? What are you—

**Riley**

[*On SMUGGLER’s comm.*] You have to go now! Stop her!

**SMUGGLER**

Okay, something’s not right. Everything’s not right. Blast, it’s cold.

[*SMUGGLER progresses, battling Kouhun Assassins. SMUGGLER encounters Deathstick.*]

**Deathstick**

You smell like my mother, SMUGGLER. The scent of Shelish...it’s like mildew.

**SMUGGLER**

Okay, I’m definitely gonna start showering more. Deathstick, I don’t know what’s going on. In fact, I’m really, really confused.

**Deathstick**

You won’t have to worry about it much longer.

[*SMUGGLER battles and defeats Deathstick.*]

**SMUGGLER**

I’d say I’m sorry, Deathstick. But I’m still trying to work out what happened.

**Shelish**

[*Disembodied voice speaking to SMUGGLER.*] Interesting. Most would be fully convinced by the illusion. Your mind has a certain robustness.

**SMUGGLER**

Hey! Witch lady! You did this? Am I dreaming, or what?

**Shelish**

[*Disembodied voice speaking to SMUGGLER.*] You did not believe in the magick of the Nightsisters. Now I think you will.

Return to the real world, and know that no blood is on your hands. Return to me, and we will talk.

---

[*Later, at the Swamps of Jhas Krill.*]

**Owacchi**

Stupid little creature is back. Brave! Still stupid.

**SMUGGLER**

No one ever accused me of knowing when to walk away.

**Shelish**

No. I imagine not. Tell me, SMUGGLER. Are you interested now in what I can teach?

Not the full scope of power, of course—but enough to cast shadows? To walk unseen and confuse the unwary?

**SMUGGLER**

Yeah. Yeah, I think a trick or two like that would come in handy.

**Shelish**

Then we must open your body to might.

Magick is a living thing. It arises from blood and trees and mist. It flows through your veins already, but we will reshape you to channel it.

The initiation of the Kouhun was a shadow of what comes next.

**SMUGGLER**

Meaning what? I drink poison and fight nasties?

**Shelish**

The mists you breathe now—they seep into your flesh. They must be energized to transform blood into ichor.

I will give you a talisman that will draw forth the most powerful of beasts. There is a place in the ruins of Mataou that will suffice.

**SMUGGLER**

Suffice for what? You just want me fighting?

**Shelish**

Blood will spill. Spirit will soar, magick will be made, and your transformation will begin.

SPILLED BLOOD	
MATAOU	MISSION DESCRIPTION
	Enticed by Shelish's offer to teach you, you agreed to proceed with the next step of your training. Shelish compared this task to the initiation of the Kouhun, only harder. She said that the mists that have seeped into your body must be energized in order for you to channel the power within you. To accomplish this, she gave you a talisman that will draw powerful beasts to you. You are to take the talisman to Mataou and defeat the beasts there to achieve your goal.
Dark Side Mission	Level 69

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*[Later, somewhere on Mataou.]*

**Owacchi**

*[On SMUGGLER's comm.]* Lucky little creature. Shelish gives you big hunt, big honor.

**SMUGGLER**

*[Into comm.]* You know what, pal? If I could give it to you instead, I would.

**Owacchi**

*[On SMUGGLER's comm.]* Hrrm. No. Your honor, not mine. But maybe I wear a talisman too, some day. Maybe I also fight such monsters.

**SMUGGLER**

*[Into comm.]* Don't get too jealous. I haven't even seen any monsters yet. Though I think I hear something...

*[SMUGGLER progresses, battling Akk Dogs, Akk Dog Howlers, Ro Hypa, and an Akk Dog Pack Leader.]*

I think—I hope—I got them all. You still out there?

**Owacchi**

*[On SMUGGLER's comm.]* Yes. Shelish says do not clean, do not rest. Come to her.

**SMUGGLER**

*[Into comm.]* Got it. Woman's crazy, but I'm not gonna doubt her without a reason.

---

*[Later, at the Swamps of Jhas Krill.]*



**Owacchi**

Little hunter is back!

**Shelish**

Can you feel the rush of life rising inside you? Awakened by blood and the talisman?

**SMUGGLER**

I feel a tad tingly—

**Shelish**

Let your heart pulse in time with the thrumming of this world!

Ah, but you are not naturally gifted in magick. Not as the Nightsisters were.

**SMUGGLER**

“Were”? You saying there aren’t others like you anymore?

**Shelish**

I do not care to speak of it. Suffice it to say that I am far from home today, and I was young when I left.

Although the dark eye I once eluded is gone...I will not live to see my world again.

**SMUGGLER**

I’m—hey, I’m sorry, Shelish. Didn’t mean to bring up old wounds.

**Shelish**

No matter. There are other rites that will bring forth your abilities.

With the Kouhun, you drank of the Waters of Truth. Now you must drink of the Waters of Change.

**SMUGGLER**

The truth waters poisoned me. If these turn me blind, I’m gonna reconsider my policy on drinking strange stuff.

**Shelish**

Tch. With my enchantments, they will make your body into a living potion. The waters can be found on the twisted world of Anoat.

**Owacchi**

Much hunting there. Much danger.

**Shelish**

Yes. But a planet is a living thing, too. And Anoat has been twisted beyond recognition. There is much power in that.

**SMUGGLER**

All right, Shelish. I'm heading out.

A FONT OF POWER	
<p>ANOAT</p> <p>Dark Side Mission</p> <p>Level 74</p>	MISSION DESCRIPTION
	<p>Similar to the Waters of Truth you consumed for the Kouhun, Shelish instructed you to drink the Waters of Change. After your first experience, drinking another strange substance seems questionable. Shelish told you this will turn your body into a living potion, but whether that is literal or figurative is unclear. Travel to Anoa, find the Waters of Change, and drink to continue your quest to bring forth your latent abilities.</p>

*[Later, somewhere on Anoa.]*

**Owacchi**

*[On SMUGGLER's comm.]* My world had canyons, too. Not steel. Trees.

**SMUGGLER**

*[Into comm.]* Yeah? How'd you end up serving Shelish?

**Owacchi**

*[On SMUGGLER's comm.]* I was a pirate. Many powerful brothers. She had more power. I knew she was my destiny.

**SMUGGLER**

*[Into comm.]* Ah, I bet you're just winning her over for her money.

**Owacchi**

*[On SMUGGLER's comm.]* No! Go seek the Waters of Change! Shelish waits!

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER encounters Festering Shaman.]*

**Festering Shaman**

You try to steal the waters!

**SMUGGLER**

You know about those, huh? Didn't know they belonged to you. Maybe we could work something out—

**Festering Shaman**

You are not worthy!

*[SMUGGLER battles and defeats Festering Shaman. SMUGGLER approaches the Waters of Change.]*

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* Imbibe the waters. You are the potion. You become the magick.

**SMUGGLER**

Shelish?

I miss the days when hearing voices meant I was going crazy.

---

*[Later, at the Swamps of Jhas Krill.]*

**Owacchi**

Little hunter still alive. Maybe with enough potions, it grows into big hunter someday. Ha!

**SMUGGLER**

You're a riot, Owacchi.

So where do we stand, Shelish? I've done your ritual, drank your water. But all I've got is tingles and a tummy ache.

Somewhere down the line, you're supposed to teach me "magick."

**Shelish**

Soon, quite soon. But first there is the matter of a price to be paid.

**SMUGGLER**

Uh. I'm kind of short on credits right now. I know, you'd think I've got plenty, but—

**Shelish**

Not credits! And not for me. This matter involves Owacchi.

The Wookiee must not leave my side, but he was betrayed by his cohorts long ago. Now they seek us. They seek him, and his death.

**Owacchi**

Let them come! They are nothing!

**Shelish**

They are among the most murderous and vile pirates in this sector. And if they find us, others may follow.

**SMUGGLER**

If they're as bad as all that, I don't mind heading them off. But I don't get vengeance for—

**Shelish**

If you know their crimes, you would not hesitate to incapacitate them. They lurk within the bowels of Cloud City. You know it?

**SMUGGLER**

I know it. Owacchi? You okay with me taking care of this?

**Owacchi**

Ha! My betrayers will kill you. Crush you! You want to fight them, that is okay.

**SMUGGLER**

Right. I needed that encouragement.

---

AN UNEASY FEELING	
<p><b>CLOUD CITY</b></p> <p><b>Dark Side Mission</b> <b>Level 80</b></p>	MISSION DESCRIPTION
	<p>Shelish informed you there was a price to be paid for her instruction. As payment, you agreed to deal with a group of pirates that betrayed Shelish's companion, Owacchi, and now seek his death. While you are not keen on acts of vengeance, Shelish assured you that the past deeds of this group makes them fair game for retribution. Travel to Cloud City where they dwell and "incapacitate" them.</p>

---

*[Later, somewhere on Cloud City, Bespin.]*

**Owacchi**

*[On SMUGGLER's comm.]* My betrayers...they burn whole ships. Very strong.

**SMUGGLER**

*[Into comm.]* They all Wookiees, or were you special?

**Owacchi**

*[On SMUGGLER's comm.]* See for yourself. Ha!

*[SMUGGLER progresses, battling Starhowl Pirates. SMUGGLER encounters and defeats Bokwarro.]*

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* Good. Very good, SMUGGLER. Now do you feel it?

**SMUGGLER**

Feel what? I beat back Owacchi's old buddies, but—

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* They were not my concern. The depths of Cloud City...there was power here, once.

A clash that has left its mark. Sense it. Smell it. Let it aid you in the discernment and use of worldly energies.

**SMUGGLER**

I feel...I don't know what it is.

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* It is a misshapen magick, a lump powered by emotion and diluted by time. But knowing it, your understanding increases.

Return to me, SMUGGLER, and we shall complete your initiation.

---

*[Later, at the Swamps of Jhas Krill.]*

**Owacchi**

Little hunter not crushed? I am disappointed and proud, both.

**SMUGGLER**

Thanks. That means a lot to me, Owacchi. As for you, Shelish—you got me rited and potioned and sensing and all that.

**Shelish**

You insist on taking my magick lightly. Why is that?

**SMUGGLER**

For one thing? I'm terrified of all this and wondering if I shouldn't have come. For another? I still think it's funny you call it "magick."

**Shelish**

It is wise to fear power. You will never fully control it. It is alive, and will always grow and change.

Yet it can be channeled. It must be manipulated. That is the art of the Nightsisters.

It is the art you must strive to emulate, though you will never attain mastery. There is only one final question.

**SMUGGLER**

And what's that?

*[Shelish gestures with her hands.]*

**Shelish**

Do you deserve the power of the Nightsisters? Are you worthy of my gifts?

*[SMUGGLER becomes disoriented.]*

**SMUGGLER**

What—? Feeling...dizzy. You trying to put me under again?

**Shelish**

A world of illusion awaits, as it did before. Yet this time, SMUGGLER? I expect you to fight back.

THE FINAL TRIAL	
<p><b>JHAS</b></p> <p><b>Dark Side Mission</b> <b>Level 86</b></p>	MISSION DESCRIPTION
	<p>After hearing the levity of your comments regarding magick, Shelish accused you of taking her magick lightly. She does not realize that you sometimes use humor to stave off fear, and you admitted to her that your exposure to these forces scared you. She felt you were wise to fear magick, but assured you that it could be channeled and manipulated. Shelish has not yet made up her mind about whether you deserve the power she is offering. You must convince her of your worth.</p>

*[Somehow, somewhere on Hoth. Everything is tinted red and dreamlike.]*

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* So it begins, SMUGGLER. A test of worth.

**SMUGGLER**

Hey! You think maybe we could've done this part before you made me run around the galaxy?

...Fine. I survived your dream once. I'll do it again.

*[SMUGGLER progresses, battling Wampa Juveniles. SMUGGLER encounters Shelish.]*

See? Made it through. No problem.

**Shelish**

But you did not escape. You are unable to free yourself.

**SMUGGLER**

Maybe if you bothered teaching me anything instead of—

**Shelish**

Enough. You failed. I have been away from my order too long. I have forgotten what a Nightsister is.

You are not a shadow of a witch. You are nothing at all. I should not have tried to initiate you.

**SMUGGLER**

Don't you try backing out on me now, Shelish!

*[Shelish draws her sword.]*

The mistake was mine, but you must pay the cost. Die, SMUGGLER. Die.

*[SMUGGLER defeats Shelish.]*

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* Ha! An admirable showing, SMUGGLER, all things considered.

**SMUGGLER**

Guess we've got one thing in common: Neither of us is easy to kill.

**Shelish**

*[Disembodied voice speaking to SMUGGLER.]* Quite true. Let this dream end, so we may speak in the flesh.

---

*[Later, at the Swamps of Jhas Krill.]*

**Owacchi**

Little hunter is little witch now?

**Shelish**

No, Owacchi. But he is more worthy than I anticipated.

**SMUGGLER**

Yeah? Maybe after what you just pulled, I'm not interested in being "worthy." Don't need your magick anyway.

**Shelish**

You already possess it. Its use is up to you. But I call it forth, from blood and air and dirt, one final time.

*[Shelish gestures with her hands.]*

**SMUGGLER**

Ah! Like my skin is on fire...

**Owacchi**

Little hunter exaggerates. Owacchi has seen skin on fire. You are not screaming.

**SMUGGLER**

Fine! Well, look—it isn't pleasant, is all I'm saying!

**Shelish**

Soon, you will learn control. The fundamentals are within you. I can teach you further magicks, as you wish.

**SMUGGLER**

Or not?

**Shelish**

Or not. The choice is yours.

**SMUGGLER**

Fair enough. You'll understand if I don't thank you, given what you put me through. Plus, you must be getting something out of this.

**Shelish**

Indeed I am. But my intentions run long, and will outlive even me.

Did you know that Wookiees can live for centuries? Perhaps Owacchi will see the culmination of my designs. Heh.



**SMUGGLER**

I'm okay with that. Owacchi I kind of trust.

**Owacchi**

Owacchi "kind of trusts" little hunter.

**SMUGGLER**

Then keep an eye on Shelish for me, will you? I think I'm done here. For the moment.

**Shelish**

Use your magick—and mine—wisely, SMUGGLER. For all our sakes.

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## Force Missions

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*[After completing tasks for Xiath and Shelish, SMUGGLER goes to the Shadow Market on Cloud City, Beshpin and speaks with Untabros Munkh.]*

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**Untabros Munkh**

Scrap metal! Mighty good, mighty cheap! You want buy, you come to Untabros Munkh, shopkeep supreme!

**SMUGGLER**

Aw, crud. I got suckered into coming here, didn't I? Figured you were something more than a scrap dealer.

**Untabros Munkh**

Hmph. You are SMUGGLER? Too good for scrap? What about...Jedi scrap?

**SMUGGLER**

Wait—what?

**Untabros Munkh**

You know Jedi? Knights with mystic power and laser swords! They protect—

**SMUGGLER**

Yeah, I've heard the stories. Don't know how much I believe, but I've seen stranger things. What's "Jedi scrap"?

**Untabros Munkh**

I hear rumors. Talk to salvagers. Heard about Jedi in the sector. Gone now, but maybe left things behind.

**SMUGGLER**

"Maybe"? Is there Jedi scrap or not? Don't know why I care either way—

**Untabros Munkh**

You say you see strange things. Maybe you want to know more. Jedi left scrap in dangerous places. Too dangerous for shopkeep supreme.

You go into business with Untabros Munkh. I give you leads, I get cut of profits. Good?

**SMUGGLER**

Huh. Give me a lead, and we'll see how it works.

**Untabros Munkh**

Hrmph. Difficult. Too good for shopkeep? Fine.

Planet Anoat. Before disaster, there was Jedi shrine. So I hear. Small. Secret. Still there?

**SMUGGLER**

I'll tell you when I find out.

THE SCRAP DEALER	
<p><b>ANOAT</b></p> <p><i>Force Mission</i> <i>Level 80</i></p>	MISSION DESCRIPTION
	<p>You encountered an Ugnaught shopkeeper in the Shadow Market on Cloud City by the name of Untabros. He didn't look like anything special, but he claimed to have heard rumors about Jedi and their scrap. He said he did not have the ability to investigate the rumors himself, but asked if you would go into business with him in order to obtain it. He managed to pique your interest. He suggested starting on Anoat and searching for an old Jedi shrine he claims was there before the disaster.</p>

*[Later, somewhere on Anoat.]*

**SMUGGLER**

*[Into comm.]* This Jedi shrine I'm looking for...we talking some stone temple, or what?

**Untabros Munkh**

*[On SMUGGLER's comm.]* No! Stupid. Any place can be a shrine. And maybe paved over by Empire, anyway.

**SMUGGLER**

*[Into comm.]* Right. Paved over by the Empire, then ruined with the rest of Anoat. I'll keep my expectations low.

*[SMUGGLER progresses, battling Lurkers, Survivalists, and Akk Dogs. SMUGGLER locates the ruins of a Jedi shrine.]*

If this used to be a shrine, there ain't much left. I'd maybe believe these broken shards were pottery.

**Untabros Munkh**

*[On SMUGGLER's comm.]* Hrmph. Nothing? Bits and pieces? Computer memories?

**SMUGGLER**

*[Into comm.]* Actually...there's a holodisc here. Looks like someone hid it. Huh.

*[The holodisc projects a hologram of Mususiel.]*

**Mususiel**

*[Speaking through prerecorded hologram.]* To anyone who receives this: You must run. The shrine has been discovered by the Emperor's agents. It will soon fall.

Of the four of us who survived Order 66, three have fled. If you are a friend, you may follow. I remain here to buy my comrades time.

Since the Emperor's rise, I have seen so much horror. But there is no death—only the Force—and I do not fear an end.

**SMUGGLER**

*[Into comm.]* That's all of the message. Untabros? You think—

**Untabros Munkh**

*[On SMUGGLER's comm.]* Hrmph. Bring it to me. Jedi are tricky sometimes. More to the message than it looks.

---

*[Later, at the Shadow Market on Cloud City, Bespin.]*

**Untabros Munkh**

Not good Jedi scrap. Not good profit. Only thing now is search more and more, hrm?

**SMUGGLER**

Meaning what? You think you can find those other Jedi survivors? The ones who weren't wiped out at the shrine?

**Untabros Munkh**

You found message. Message has codes. I am Untabros Munkh, shopkeep supreme—I cannot be fooled!

**SMUGGLER**

Yeah, well...why don't you get to work on that, and I'll go do something else? If you ever figure out—

**Untabros Munkh**

Done!

**SMUGGLER**

Wait. Seriously?

**Untabros Munkh**

The ruined Hutt places of Mataou. The Jedi who survived fled there. Maybe they still live?

**SMUGGLER**

I doubt it very much. Still, the Rebels will kill me if I don't check it out.

**Untabros Munkh**

First message tries to fool Untabros, now you? You want to know about Jedi. About Jedi powers.

**SMUGGLER**

Now what would possibly make you think that?

**Untabros Munkh**

I hear things. About nobles' friend Xiath. About crazy witch lady. My job is not only scrap! My job is finding what people need.

**SMUGGLER**

Yeah. Yeah, I bet it is.

**Untabros Munkh**

I keep your secrets. No problem. All I want is cut of profits, yes? On Mataou, maybe Jedi. Maybe not. But you tell me what you find.

FOLLOWING FOOTSTEPS	
MATAOU	MISSION DESCRIPTION
	Untabros may be more than he appears. The speed at which he was able to decode that holodisc was amazing. Not just that, though. He also knows about your history with Xiath and Shelish, though how he knows this isn't quite clear. The decoded holodisc indicated the Jedi from the shrine went to Mataou. Travel there and search for evidence of the Jedi's presence.
Force Mission	Level 85

*[Later, somewhere on Mataou.]*

**SMUGGLER**

*[Into comm.]* How do you suppose anyone survived out here? I mean, even if the Jedi are gone now, they must've thought they could last.

**Untabros Munkh**

*[On SMUGGLER's comm.]* Jedi are not only power. They are skill. A Jedi can survive anywhere.

**SMUGGLER**

[*Into comm.*] Sure that's not just part of the myth?

**Untabros Munkh**

[*On SMUGGLER's comm.*] You want to prove me wrong? Find what left.

[*SMUGGLER progresses, battling Ro Hypa Elders, Ro Hypa Spitters, Ro Hypa Biters, and a Ro Hypa Brood Mother. SMUGGLER locates a holodisc.*]

**SMUGGLER**

[*Into comm.*] I'm at that location you sent, Untabros. Not seeing any Jedi, but I think I found another hologram.

**Zubain Ankonori**

[*Speaking through prerecorded hologram.*] Mususiel sacrificed herself for us. It was brave. It wasn't enough. The Empire has sent a monster it calls an "Inquisitor."

We are the last Jedi in this sector. Maybe the last in the galaxy. We sat here doing nothing. Hiding. "Waiting," we called it.

We were serving nothing—not the Force, not the people. And still, the Empire came.

Now the Inquisitor pursues only me. Khandra and Nuhj have fled. Follow them if you are a friend. And do not mourn my end.

**SMUGGLER**

[*Into comm.*] Well, that's depressing. Untabros? I'll gather up the scrap if you want it, but it doesn't look like much.

**Untabros Munkh**

[*On SMUGGLER's comm.*] Yes. More scrap always good. But message will have another code. I will find.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Untabros Munkh**

Burnin Konn. The Jedi went there.

**SMUGGLER**

You're blasted fast with these coded messages. Sure you got that one right? I think I'd remember if Jedi—

**Untabros Munkh**

Two Jedi, yes? Running from Inquisitor. Khandra and Nuhj. They go to Burnin Konn, to Embertown.

**SMUGGLER**

I know the place—used to be called “Kind Caverns” before the mine caught fire. We tossed rocks at the security droids as kids.

**Untabros Munkh**

Never saw Jedi, then?

**SMUGGLER**

Nah. But no one ever set foot in there. As hiding places go... Say, you realize you won't get any scrap if the Jedi are still alive?

**Untabros Munkh**

Hrmph. For live Jedi? I pay you scrap instead.

**SMUGGLER**

Don't get your hopes up, buddy. Just... I wouldn't.

THE WAY HOME	
BURNIN KONN	MISSION DESCRIPTION
	Untabros decoded the second holodisc, revealing more information on the whereabouts of Khandra and Nuhj. The data indicates the two Jedi went into hiding in a place called Embertown on Burnin Konn. It's a place you knew as a child, but you don't remember seeing any Jedi there. Untabros is hopeful they may still be alive, but you have your doubts. Travel to Burnin Konn and search for Khandra and Nuhj.
Force Mission	Level 90

[Later, at Embertown on Burnin Konn.]

**Untabros Munkh**

[On SMUGGLER's comm.] You see any Jedi?

**SMUGGLER**

[Into comm.] Come on, Untabros. No one's even shot at me. Gonna take a few minutes.

**Untabros Munkh**

[On SMUGGLER's comm.] Sorry.

**SMUGGLER**

[Into comm.] You want to tell me why you're so interested, anyway? For real?

**Untabros Munkh**

[*On SMUGGLER's comm.*] We talk later.

**SMUGGLER**

[*Into comm.*] Thought so.

[*SMUGGLER progresses, battling Security Droids. SMUGGLER locates a holodisc.*]

No Jedi. Maybe something left behind, though—could be another message.

**Khandra**

[*Speaking through prerecorded hologram.*] I've lost track of how much time has passed. Hiding on this sadsack world, sneaking out to give away half the food we hunt...

And now rumor is the Inquisitor's coming again.

I don't feel like a Jedi anymore. We used to do right, and now—ah, blast. We all died at Order 66. We just didn't know it.

**SMUGGLER**

[*Into comm.*] No talk about where they might've gone. Assuming the Inquisitor didn't get 'em. Any ideas, Untabros?

**Untabros Munkh**

[*On SMUGGLER's comm.*] Ideas? No. Leads, questions, maybe. I talk to people. I find out more.

**SMUGGLER**

[*Into comm.*] You do that. I think I'd like this mystery solved.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Untabros Munkh**

Made some asking. About Jedi.

**SMUGGLER**

Okay, you know that asking about Jedi in public might draw the wrong kind of attention? The "wrong kind" being—

**Untabros Munkh**

I am not stupid! Speaking to you is more dangerous than speaking about Jedi, hrm?

**SMUGGLER**

Well, yeah, but—yeah. Okay. Point taken. What've you found out?



**Untabros Munkh**

Rumors. Inquisitor came to Burnin Konn when you were tiny child. Fighting in Embertown. But fighting did not stop there.

Rumors—only rumors, always rumors, very softly spoken—say Inquisitor went to chromium mine off Wickridge. Then nothing.

**SMUGGLER**

That mine's been closed as long as I can remember. Could be a decent hiding spot. But doesn't sound good for the Jedi.

**Untabros Munkh**

No. Be careful, yes?

**SMUGGLER**

Not too worried. Ain't like the Inquisitor is gonna still be there.

**Untabros Munkh**

No. Still. Be careful.

RESPOND IN KIND	
BURNIN KONN	MISSION DESCRIPTION
	Untabros' questions revealed some information on the two Jedi, but it's based solely on a few rumors. The Ugnought believes fighting broke out in Embertown with the arrival of the Inquisitor. That fighting continued, and eventually he ended up in a chromium mine near Wickridge. Who was involved other than the Inquisitor isn't clear. You decided to investigate the area, hoping to finally solve the mystery of the Jedi.
Force Mission	Level 97

*[Later, at a chromium mine near Wickridge on Burnin Konn.]*

**Untabros Munkh**

*[On SMUGGLER's comm.]* Brave Jedi. Helped Burnin Konn, even while hiding. Maybe you would not be alive without?

**SMUGGLER**

*[Into comm.]* I think if my father avoided starvation because a Jedi snuck him food, he might've mentioned it.

**Untabros Munkh**

[*On SMUGGLER's comm.*] Maybe. Maybe you be surprised. Maybe community needed Jedi.

**SMUGGLER**

[*Into comm.*] I got to focus here, Untabros. Let you know what I find.

[*SMUGGLER progresses, battling Security Droids. SMUGGLER encounters a 5M-Sec Droid.*]

**5M-Sec Droid**

Intruder! This location is off-limits by personal order of Emperor Palpatine.

**SMUGGLER**

And by “personal order” you mean one of his flunkies? You know the Emperor’s dead, right?

**5M-Sec Droid**

Remain in place for disintegration. Authorities will be notified of your passing.

**SMUGGLER**

Never try to reason with a droid.

[*SMUGGLER battles and defeats the 5M-Sec Droid.*]

[*Into comm.*] Hate to say it, Untabros, but there’s nothing here but a busted security droid. Busted by me.

**Untabros Munkh**

[*On SMUGGLER's comm.*] Hrmph. Check it. Bring back droid memory unit? If you did not bust too much!

**SMUGGLER**

[*Into comm.*] Untabros? That’s a fine idea.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**Untabros Munkh**

Droid memory. We see if any recordings survive.

**SMUGGLER**

Here’s hoping it’s not just me shooting the droid’s head.

**Stormtrooper Commander**

[Voice recorded on the droid memory core.] —right. I'll notify the governor about the Inquisitor. As for the rest? Reset the droid, clean up the mess, and take what's left to the vault.

Seal it up, and we're done. No more Jedi in this sector means no more Inquisitors. Everyone wins.

**SMUGGLER**

Guess the Jedi really didn't make it.

**Untabros Munkh**

Maybe. Probably. Always tragedy. Was foolish to hope.

**SMUGGLER**

Still a loose end to tie up. What do you suppose they put in that vault? Jedi stuff, right? Couldn't be prisoners...

**Untabros Munkh**

Hrmph. Maybe Jedi stuff. Maybe Inquisitor's.

**SMUGGLER**

I'd like to take a look. I've played around in the Imps' intercept facilities before...maybe they used one of those for the vault?

**Untabros Munkh**

Extra data in the droid...Imperial transmissions. Garbage, mostly. Hrmph. Hyperspace coordinates. Not far.

**SMUGGLER**

Nothing like going in blind. I'm up for it—how're you feeling?

**Untabros Munkh**

Would not ask you to risk life. But will go if you don't.

**SMUGGLER**

There's another reason for me to go, then. Stay here. We'll talk soon.

---

GOING IN BLIND	
<p style="text-align: center;"><b>NAR HYPA</b></p> <p><b>Force Mission</b> <span style="float: right;"><b>Level 100</b></span></p>	MISSION DESCRIPTION
	The droid's memory core contained a partial recording of a stormtrooper commander. It seems that the last two Jedi were killed in a final battle with the Inquisitor. The commander ordered her troops to clean up the mess from the battle and seal what was left from it in a vault. Fortunately, the memory core also contained the coordinates for the vault itself, though no other information beside that. If you want to find what is in the vault, you will have to go in blind.

*[Later, somewhere on Nar Hypa.]*

**SMUGGLER**

*[Into comm.]* I've landed. Just a slip of a facility on the same moon I...nevermind. No life signs so far, but I can't imagine it's unguarded.

**Untabros Munkh**

*[On SMUGGLER's comm.]* Maybe not. Empire likes to hide Jedi. Pretend they never happened. They happened. Important to remember.

**SMUGGLER**

*[Into comm.]* Empire wiped out a lot of things. You think the Jedi are more important than the rest?

**Untabros Munkh**

*[On SMUGGLER's comm.]* Not a bigger loss. But harder to live without.

**SMUGGLER**

*[Into comm.]* If you say so. I'm gonna see if I can find whatever was so important.

*[SMUGGLER progresses, battling 5M-Sec Droids. SMUGGLER reaches a container and a holodisc.]*

Huh. Looks like some junk...the handle of something, maybe? Charred bits of metal, and—hey! Another recording.

**Nuhj**

*[Speaking through prerecorded hologram.]* The Inquisitor comes. Not much time. Khandra told me to leave a message for any who follow.

I am bad at messages. Khandra acts defeated. But I say to you, whoever listens?

If we do not stop the Inquisitor, you will. If we do not stop the Empire, you will.

The Jedi brought peace and justice to the galaxy. Now you will.

May the Force be with you.

**SMUGGLER**

[*Into comm.*] Untabros? Don't know if you're still receiving...comm may not cut through the vault.

I'll bring you what I found. I think...I think it's the best we could've expected.

---

[*Later, at the Shadow Market on Cloud City, Bespin.*]

**SMUGGLER**

Untabros? Don't know if you got my call—

**Untabros Munkh**

Yes, yes. Show me scrap?

You know what you found?

**SMUGGLER**

Besides that hologram? Whatever it is, it sure don't look like much.

**Untabros Munkh**

This...this laser sword. Lightsaber. Broken. Melted pieces. Missing pieces. But lightsaber! Weapon of Jedi, and weapon of Sith.

**SMUGGLER**

Huh. Tell you what—why don't you keep it? You could sell it as salvage, or—

**Untabros Munkh**

No! Belongs to you. Great honor. Great responsibility. Can be repaired.

**SMUGGLER**

Look, I don't know what your connection to the Jedi is, but I don't have one. I couldn't honor them if I wanted.

**Untabros Munkh**

No? You trained with Xiath and Nightsister witch. I know this. You have power in the Force.

And you try to free people, yes? Make the Empire fall?

**SMUGGLER**

Guess I do. But that's not because I'm a hero—

**Untabros Munkh**

Maybe you become one. Maybe not. But lightsaber belongs to you. Untabros Munkh is only shopkeep supreme.

**SMUGGLER**

Don't give me that. You know way too much about the Jedi, decoded their messages...you're no shopkeep.

**Untabros Munkh**

I am! Was not always. Was once...helper. Helped Jedi. Became shopkeep. Today I help you. Okay?

**SMUGGLER**

Yeah. Okay. Thank you, Untabros. For the lightsaber. And for the history.

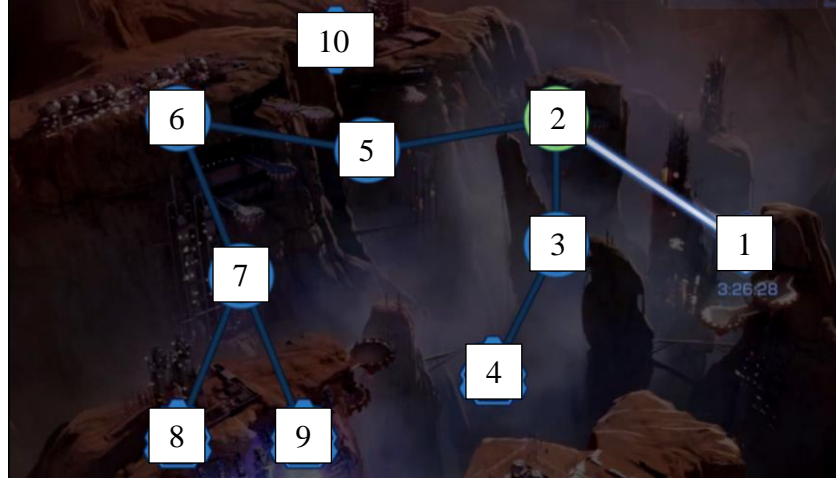
**Untabros Munkh**

Thank you, SMUGGLER. May Force be with you.

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## Raids

### *Burnin Konn – The Forgotten Foundry*



#### **Node 1 – Tunnel Entrance**

Black Market decrypts indicate that shortly before disappearing, a Purge Trooper squad on deep deployment in the chasms of Burnin Konn stumbled across a forgotten Chromium mining site, reportedly built on the richest vein of ore on the planet. This could be the source of funds the Uprising needs to actually fund an open, armed rebellion. The problem is, we aren't the only ones to acquire this information. Get down there, find the site, and secure it before the locals make off with every last ounce of ore.

#### **Node 2 – Combat Patrol: Starscorch Raiders Territory**

The path to the Foundry cuts directly through Starscorch Raider territory. Clear the way for your team.

#### **Node 3 – Chromium Kings Digsite**

It appears the Chromium Kings are also searching for the Foundry. They've scrapped together a dig site and are trying to break through to the lower levels. Find out what they know and halt their dig.

#### **Node 4 – The Slag Pit**

Below the dig site is clear evidence of industrial mining: an abandoned slag pit. Even a cursory glance seems to indicate the ore in these rocks was especially pure. Secure the site for testing.

#### **Node 5 – Nexu Claws Territory**

The next leg of the path gets uncomfortably close to Nexu Claws' territory. The last thing we need is another gang joining the hunt. Push them back and give them a reason to mind their own business.

**Node 6 – Automated Guardpost**

It looks like this guard post is still deploying automated patrols. The good news: that means there was something worth guarding. The bad news: it's still guarded. Clear out the droids so the team can explore deeper.

**Node 7 – Central Processing**

The terminals and equipment in this area should tell us everything we need to know about this facility, given enough time. Keep the droids off the slicing teams long enough for them to earn their pay.

**Node 8 – The Smelting Room**

Our information was right all along: this facility is massive and incomparably wealthy. Secure the machinery at the heart of the facility so we can begin to get it operational.

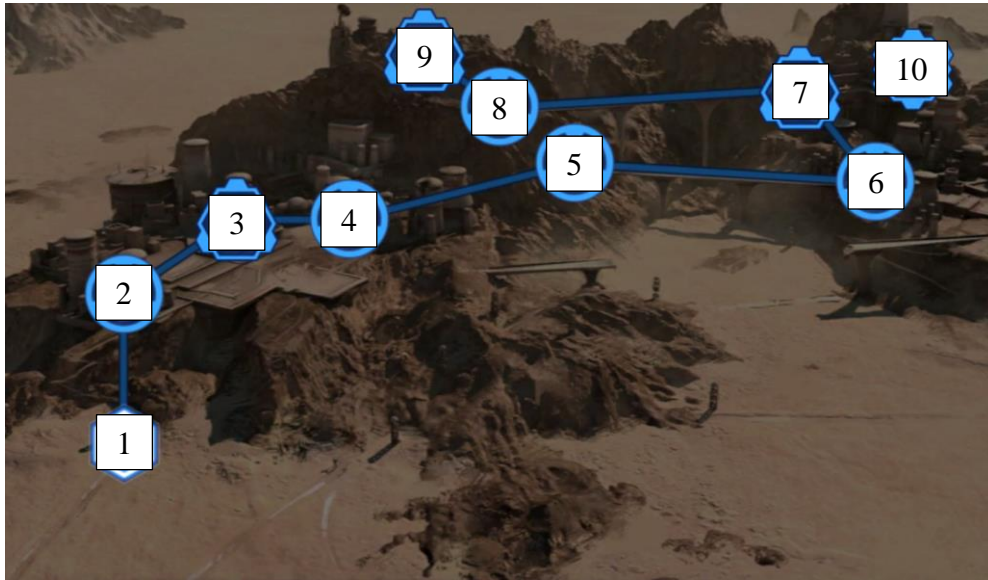
**Node 9 – The Motherlode**

We have a problem. It looks like that Purge Trooper squad wasn't lost after all, just trapped near raw ore-face itself. The pure Chromium all around this area must have blocked their communications. If we want that ore, you'll have to take them out. Oh, and try not to get trapped yourself in the process.

**Node 10 [BONUS] – The Vault**

You've secured temporary access codes to The Vault, a warren of tunnels and drill-bores used to count and store the wealth of the Foundry. This code won't last forever though, so get moving!



*Mataou – Eyes and Ears***Node 1 – The Front Gate**

Mataou was the Iron Blockade's eyes and ears in the sector until you took out their listening posts. The Uprising will need that kind of information if we're going to stay one step ahead of the Imperial fleet, so now it's our turn. The plan is to slip a small slicing team onto the planet and set up a sensor network inside the ruins of an abandoned Hutt city, but we need you to clear out the native wildlife and automated guards first.

**Node 2 – Guardpost**

The walls of the city are still intact even after decades of abandonment. The best way through is via the city's original guardpost, which is unfortunately still working.

**Node 3 – Beast Pens**

Crumbling tunnels once supplied the arena with a steady supply of animals from remote storage pens. You'll need to get into those pens and clear them out if you want to permanently address this threat.

**Node 4 – The Arena**

The ruins of the city are mostly deserted, with the exception of the old gladiatorial arena. This large building originally hosted dangerous wildlife that fought for the Hutts' amusement. The Hutts may be gone, but their pets remain, and the failsafes have long since stopped working. Clear out the wildlife before something tries to eat a member of the tech team.

**Node 5 – Lower Bridge Crossing**

A narrow bridge separated the main body of the city from the administrative and palace district. It's frequently patrolled by automated guard droids, so you'll have to fight your way across.

**Node 6 – Palace Guardpost**

The path up the hill leads through the Palace district, and we don't exactly have authorization to be here. Keep the guards off our backs.

**Node 7 – Hutt Temple**

Access to the mountain peak is blocked by a massive temple complex that's still heavily guarded by droids. Cutting through the attached necropolis may save us a bit of trouble, but you should still expect stiff resistance.

**Node 8 – Upper Bridge Crossing**

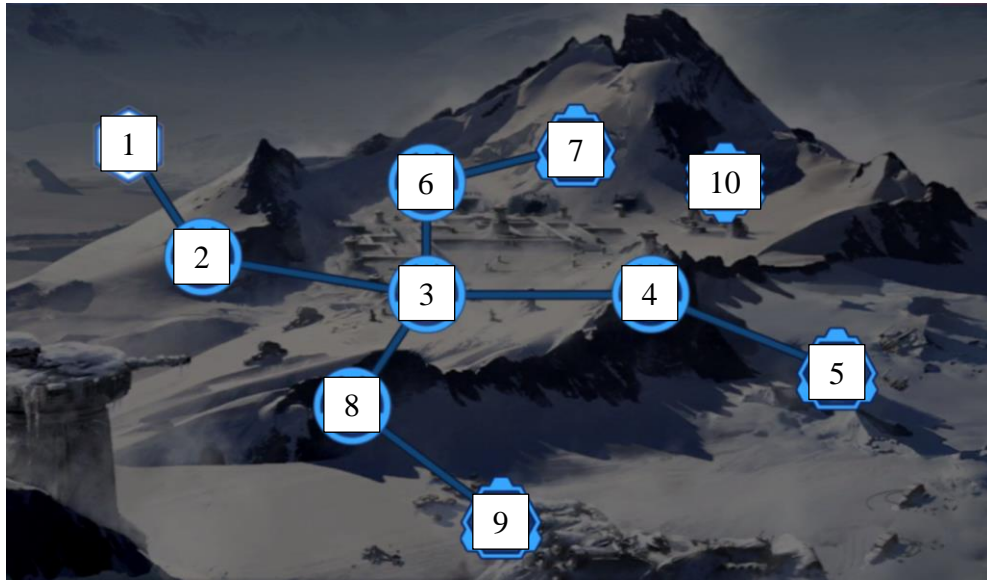
To reach the peak of the mountain, you'll need to cross back across the ravine. Watch out for additional droid patrols, as there isn't much cover on this exposed bridge section.

**Node 9 – The Listening Post**

This old communications post and observatory is ideal for our purposes—it even has a working power supply to run the monitoring equipment.

**Node 10 [BONUS] – Royal Access**

You've secured codes to an abandoned Hutt Palace. Like everywhere else in this city, its guards are still working. On the bright side, that means no one's raided it yet.

*Hoth – Frozen Armaments***Node 1 – Landing Zone**

Imperial patrols normally limit salvage efforts on Hoth to small, fast ships, but maintaining the Iron Blockade has Imperial forces spread thin across the sector. This is our chance to get down to the surface and salvage the really big stuff like anti-ship weapons and starfighters. We've identified some nearly-intact targets, but we need someone with cold-weather experience to keep the locals off our backs. Ready to get started?

**Node 2 – Ice Caves**

Turns out that our landing site is separated from the target salvage area by a series of pressure ridges. The shortest path there through leads directly through a complex of drifts and ice caves, and lifesign scanners indicate they're most definitely inhabited.

**Node 3 – The Crossroads**

The far side of the pressure ridge exits onto the outskirts of this old Rebel base. It will make a great staging ground for our salvage teams once you've cleared the area.

**Node 4 – The Boneyard**

The approach to the Hangar complex is littered with damaged vehicles and Wrecker camps. Most of the good gear in this area was scavenged long ago, but we'll need to pass through if we want to reach the hangar itself.

**Node 5 – X-Wing Squadron Crash Site**

This hangar once housed a full squadron of X-Wing starfighters and their support equipment. The crashed vessels around the facility may be un-usable, but the spare parts alone would be enough to greatly improve our ships. Local Wreckers clearly have the same idea. Encourage them to look elsewhere for parts.

**Node 6 – The Ravine**

The military-grade power supplies used to power this base and its defenses are one of our primary targets. Reaching them will mean cutting through the steep ravine. Be on the lookout for Wreckers hiding in the valley at the bottom.

**Node 7 – Industrial Power Generator**

This massive power generator that once supported this base's defenses is still intact and operational, which is a great sign for our salvage effort. That said, functional power generators are rare around here, so there's a swarm of hostile Wreckers camped around the power facility to leech energy. Watch your back.

**Node 8 – Imperial Scout Team**

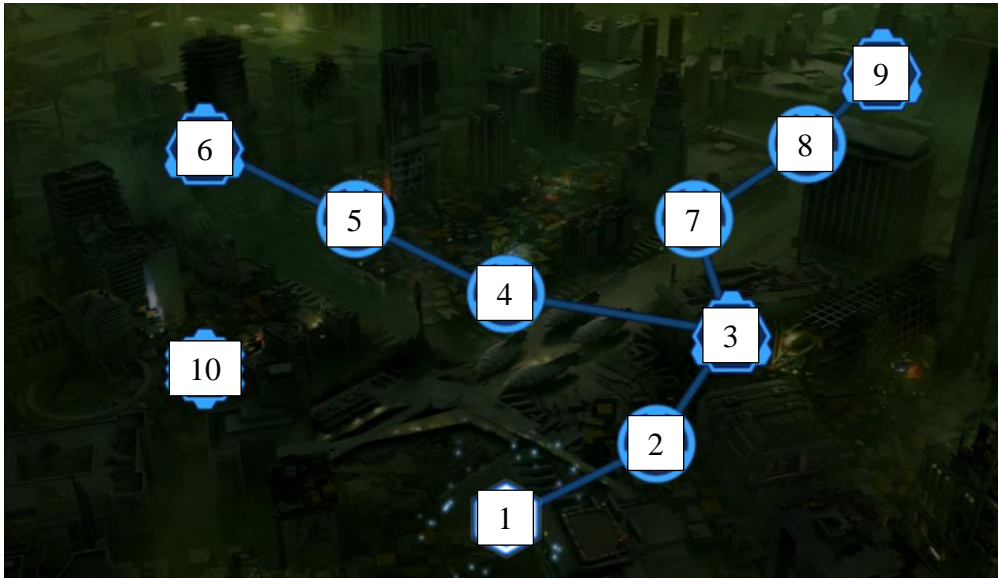
It looks like Imperial forces were aware we might make this move and sent a scout team ahead to watch for our arrival. Unfortunately for them, we got here first. Take out their forward scouts before they can report back on our movements.

**Node 9 – Imperial Command Post**

The main Imperial camp appears to be located near a downed Rebel Alliance transport. If you can strike quickly enough, they may not have a chance to raise an alert. Capturing their shuttle intact will also let us send back fake status reports to keep the Empire blind to our presence here. The nearby wreckage of the transport will be a nice bonus.

**Node 10 [BONUS] – Remote Storage Complex Halo-7**

The Rebel Alliance left hundreds of small supply camps and storage bunkers scattered across the surface of Hoth. These access codes should open one of the many bunkers, so long as you can make it there alive.

*Anoat – Survivors***Node 1 – Spaceport Ruins**

A short while after you restored power to parts of Anoat, the Uprising began receiving two distinct distress signals from the surface, both using old Rebel Alliance channels. The signals are faint and use outdated codes, but if there's even a remote chance some of our people may have survived we have to try to rescue them. Lead a small strike team down to the surface and extract any survivors you find.

**Node 2 – Transit District**

Getting anywhere from the spaceport means fighting through the ruins of the city. Watch your back and try not to breathe too deeply, the air here is still a tiny bit toxic.

**Node 3 – Anoat HoloNet News Headquarters**

The antenna array on the roof of the old HoloNet News building should be sensitive enough to help us localize the alert signals and pinpoint their sources. This whole area was at the heart of the Empire's retaliatory strikes, though, so expect the ruin to be crawling with hostiles.

**Node 4 – Into the Sewers**

The first distress signal appears to be coming from a nearby housing sector. The fastest path there is through the sewers. The route won't be pleasant, but it should avoid the dense Lurker concentrations on the surface.

**Node 5 – Crumbling Apartments**

It's unclear what these ruins were originally used for, but currently they're home to the main pack of mutated animals we encountered back in the sewer tunnels. You'll risk being swarmed and cut off if you try to bypass the pack, so head inside and thin their numbers before you proceed.

**Node 6 – Shining City Apartment Complex**

Two tall towers at the heart of this housing district have been turned into a makeshift fortress. The entrances are blocked off, and the exterior surfaces are covered in blast marks. If we're going to find survivors, this has to be the place. Let's clear the way and get them to safety.

**Node 7 – Hovertrain Station**

The second distress signal is coming from deep within the industrial sector on the outskirts of the city. There's no clear path on the surface, so we'll have to take the old hovertrain tunnels. Based on the skull piles and trash outside, this is definitely Lurker territory.

**Node 8 – Enter the Industrial Sector**

We've got a lock on the distress signal, but all the industrial equipment here is making it difficult to locate the source. Push deeper into the complex to find a stronger signal.

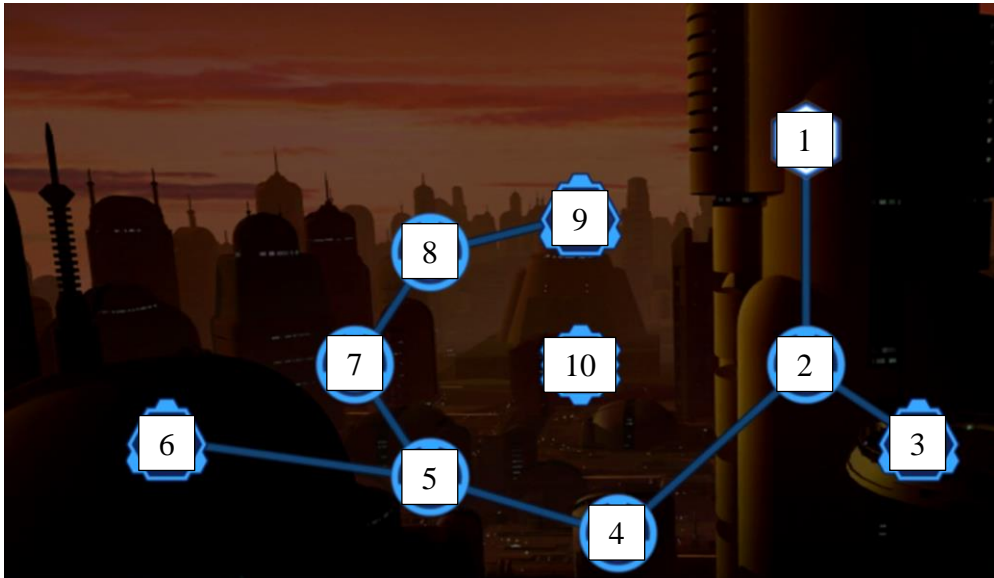
**Node 9 – Heart of the Machine**

We've located the group of survivors, but it seems that re-powering the city also re-activated the guard droids in this facility. They have the survivor group pinned down deep inside the walls. Rescue them before they're overwhelmed.

**Node 10 [BONUS] – Supply Run**

The city's mercantile district is full of abandoned warehouses whose stock has never been claimed. If you can get through the marketplace intact, accessing one of those warehouses should be no problem at all.

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*Bespin – Remote Mining Platform EG-107*

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**Node 1 – Landing Platform**

One of the remote mining platforms that collects and transports Tibanna gas to Cloud City has gone offline. Security footage taken before the feed went dead shows a small group of hijackers breaking into the platform. It's unclear what their original goals were, but they've definitely managed to screw up the platform's controls: readings indicate its powerplant is slowly going critical. Losing that platform would put a big dent in the Uprising's Tibanna Gas supplies: make sure that doesn't happen.

**Node 2 – Clear Customs**

It appears the hijackers have managed to enable the platform's automated security and set it to lockdown mode. The droids will absolutely shoot to kill. Take them out and get the team inside.

**Node 3 – Speeder Bay**

Many of the landing platforms in this area are attached to a central speeder bay. A small contingent of hijackers appears to be holed up in the speeder bay and trying to get a few of the speeders operational. If they manage to get airborne, they could make it incredibly hard for us to take off again. Keep them on the ground and take them out.

**Node 4 – Primary Access Causeway**

The hijackers have made their way further into the complex toward a habitable section of buildings. To get there, make your way down the connecting causeway and past the automated security patrols.

**Node 5 – Housing Sector Entrance**

Access to the housing sector passes through this small set of security buildings. There's no way around, so you'll have to fight straight through.

**Node 6 – Central Management Office & Staffing**

The main group of hijackers has set up camp in this management complex. They've overridden the droids' programming and pretty much melted the central computer system, so they're definitely not here to talk. Reclaim the complex before they accidentally crash the whole platform.

**Node 7 – Maintenance Causeway**

A small group of hijackers appears to have headed further into the complex toward the industrial sector. The guard droids here seem to be completely haywire, so you'll need to battle your way across this causeway to follow the hijackers.

**Node 8 – Industrial Sector Entrance**

The technical "genius" leading this band of hijackers seems to have thoroughly screwed up the environment controls in the industrial sector. Sadly, the guard droids patrolling this area are shielded against electrical discharge.

**Node 9 – Gas Storage Controls**

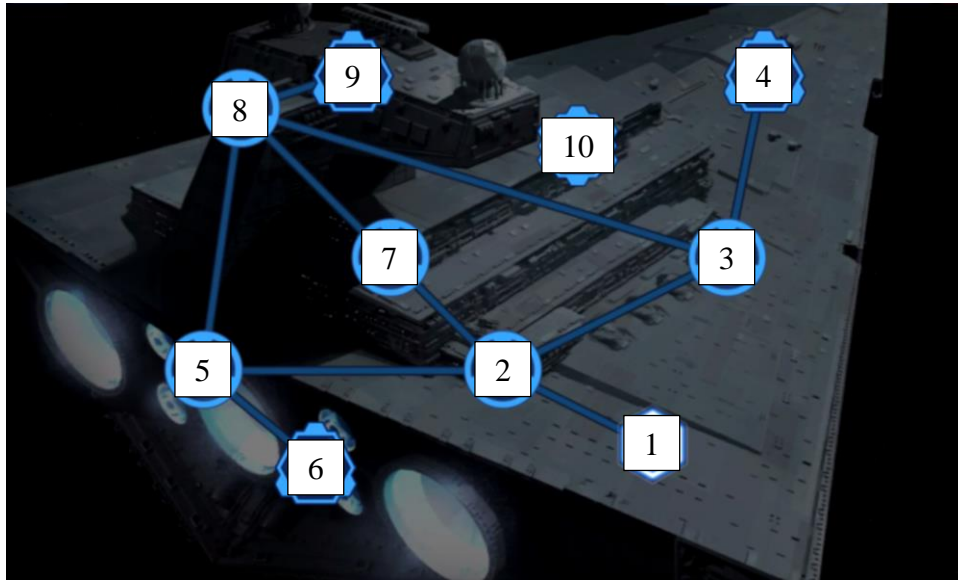
This part should be especially fun: at the heart of this little lightning storm are the gas storage tanks and controls. The hijackers appear to have trapped themselves inside, so you'll have to head directly through them if you want to have any hope of repairing the damaged systems.

**Node 10 [BONUS] – Ongoing Sabotage**

The damage caused by the hijackers' mistakes is extensive, and we're still detecting malfunctioning systems and droid patrols throughout the platform. We've managed to pinpoint one of the problem spots: deactivate the haywire droids so that we can get an engineer down to repair the damage.



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*Star Destroyer – Dread Omen*

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**Node 1 – Hangar**

The Imperial Fleet in the Anoat sector is the backbone of the Iron Blockade, but we lack the fleet strength to mount a direct attack. Fortunately, we've found a way to kill two birds with one stone. Uprising agents have acquired information that indicates the Star Destroyer *Dread Omen* is currently operating with a skeleton crew. Using stolen access codes, we believe a small strike team will be able to land on board, seize control of the bridge, and lower the shields—enabling a full strike force to board and capture the ship. It won't be easy, but we desperately need this kind of firepower if we're going to stand up to the Empire. May the Force be with you!

**Node 2 – Secure the Beachhead**

You'll need to secure an area beyond your landing hangar if you want to avoid being pinned down and crushed. Secure the access areas and command posts near the hangar to create a buffer zone for your team.

**Node 3 – Mechanical Bay**

The mechanical bay that supports the *Dread Omen*'s main hangar has a number of weapons and ships that need to be kept out of the fight. Strike before Imperial forces can regroup and bring these weapons to bear.

**Node 4 – Auxiliary Fire Control Substation**

The auxiliary systems contained in this substation are capable of assuming limited command of the *Dread Omen*'s many turbolaser batteries. That would be a very bad thing for our assault force. Secure this position to ensure it cannot be used against us.

**Node 5 – Central Corridor**

The high-traffic zone is the main thoroughfare for movement throughout the ship. If we can control this vital crossroads, it will be hard for Imperial forces to move against our beachhead.

**Node 6 – Engine Systems**

Our assault won't do us any good if some clever officer realizes what's going on and jumps the ship to hyperspace. Knock out the *Dread Omen*'s engine systems to ensure she can't run for safety.

**Node 7 – Mess Hall**

The central mess hall is the single largest concentration of Imperial troops on the ship. A strike here will scatter them and prevent them from organizing and using this as a staging area.

**Node 8 – Security Check Point**

All access routes to the bridge funnel through this series of security checkpoints. Strike hard and fast before they can alert the bridge to our presence here.

**Node 9 – The Bridge**

This is it: the final assault. The crew are fanatically loyal to Adelhard, so expect them to fight to the last survivor. Seize control of the bridge, signal the rest of the assault team, and the *Dread Omen* will be ours.

**Node 10 [BONUS] – Holdouts**

Scattered pockets of resistance remain even in areas of the ship that are otherwise secure. Hunt down any remaining crew that are still at large.

## Dramatis Personae

**121-247**; security droid

**Adelhard**; Governor, Anoat Sector, Galactic Empire (human male)

**Alner**; Earl; aristocrat; member, Noble Court (Nothoiin male)

**Amrosio**; acolyte of Xiath (Nothoiin male)

**B9-DT**; astromech droid, Galactic Empire

**Bisk**; stormtrooper; Taskmaster, Galactic Empire

**Bohento Splinth**; leader, Wreckers (Aqualish male)

**Bokwarro**; member, Starhowl pirates (Wookiee male)

**Boorgo Cadevon**; gangster (Rodian male)

**Bragh**; leader, Purge Troopers; Commander, Galactic Empire (male)

**Brask**; fine goods dealer (Trandosha male)

**Brother Claw**; crime lord (male) (Mentioned only)

**Brother Cyst**; member, Kouhun (Duros male)

**BSC-412**; heavy assault droid

**Cadomaccus**; failed initiate, Kouhun (Zabrak male)

**Corto Belrake**; Sir; member, Noble Court (male)

**Dazur Dar**; Data Broker; member, Data Seekers (Abednedo male)

**Deathstick**; assassin; leader, Kouhun (female)

**Dewraul**; Sir (Mentioned only)

**Duurgo Cadevon**; gangster (Rodian male)

**Elenzia**; member, Noble Court (Human female)

**Fingar Buyon**; officer, Galactic Empire (human male)

**Fryoto**; resident of Burnin Konn (Zabrak female)

**Grancha**; Hutt guard droid

**Grimraker**; scavenger (human male)

**Gurnot**; enforcer, Ivax Syndicate (Gamorrean male)

**“Happy” Dapp**; gangster (human male)

**Hela**; Captain of the guard for Earl Alner (Nothoiin female)

**Her Majesty**; leader, Noble Court (Nothoiin female)

**Huliasu**; grandson of a Noble Court member (Nothoiin male)

**Hyllis**; stormtrooper; sergeant, Galactic Empire

**Iavyn Ajik**; scavenger leader (human male)

**Jonas Viron**; officer, Galactic Empire (human male)

**Kaoul**; agent, Galactic Empire (human male)

**Khalu**; gangster, South Sector Sinners (Zabrak male)

**Khandra**; Jedi; survivor of initial execution of Order 66 (human female)

**Khundu**; leader, Chromium Kings (human male)

**Kitomag**; guerilla, Rebel Alliance (Mon Calamari male)

**Kosimas**; member, Noble Court (Nothoiin male)

**Lando Calrissian**; member, Rebel Alliance (human male)

**Leeka Pali**; member, Trade Spine League (Mirialan female)

**Leia Organa**; Princess of Alderaan; member, Rebel Alliance (human female)

**Loathe**; assassin; member, Kouhun (male)

**Mehedo Clynych**; emissary and boss, Zenowai Crime Society (human male)

**Mikral**; commando trainer (Rodian male)

**Mindak**; snowtrooper; Lieutenant, Galactic Empire (human male)

**Misaani**; Duke; member, Noble Court (Mentioned only)

**Moshra**; Purge Trooper; Lieutenant, Galactic Empire (human female)

**Mususiel**; Jedi; survivor of initial execution of Order 66 (female)

**Ndaya**; bodyguard, Trade Spine League (human male)

**Nogba Quush**; criminal, Ivax Syndicate (Nikto male)

**Nuhj**; Jedi; survivor of initial execution of Order 66 (Nikto male)

**Okuvim the Younger**; member, Rebel Alliance (Twi'lek female)

**Onn Iria**; smuggler, Trade Spine League (Zabrak female)

**Owacchi**; Shelish's right-hand (Wookiee male)

**Ozgurk**; member, Wreckers (Ugnaught male)

**Palpatine**; Emperor, Galactic Empire; Sith Lord (human male) (Mentioned only)

**Polcyc**; scavenger leader (Abyssin male)

**PPK-380**; security droid

**Red Adder**; leader, Nexu Claws (human male)

**Riley**; thief (human female)

**Roen Torcher**; bounty hunter; enforcer and emissary, Zenowai Crime Society (male)

**Roonlo the Stalker**; gangster (Aqualish male)

**Roubek**; Earl; member, Noble Court (Mentioned only)

**Shelish**; Nightsister (Dathomirian female)

**Shoja Ko**; emissary, Zenowai Crime Society (human male)

**Shortpaw**; leader, Trade Spine League (Chadra-Fan male)

**Sixess**; saboteur trainer (Mirialan female)

**Skokare;** Purge Trooper; Agent, Galactic Empire

**Slim Jek;** emissary, Zenowai Crime Society; criminal advisor, Duro sector (Twi'lek male)

**SMUGGLER;** thief; smuggler (human)

**Tae Nunb;** rare goods merchant (Sullustan male)

**Tam Bastion;** member, Rebel Alliance (human male)

**Thenn;** Captain, Galactic Empire (human female)

**Tiquip;** Shortpaw's grandon (Chadra-Fan male)

**TK-408;** stormtrooper, Galactic Empire

**TK-412;** stormtrooper, Galactic Empire

**Tryken;** bodyguard (Zabrak male)

**Tsskoat;** bounty hunter trainer (Trandoshan male)

**Unkajo;** massive beast (Wampa)

**Untabros Munkh;** scrap dealer (Ugnaught male)

**Vin Gelli'an;** job offerer (Devaronian male)

**Voras the Hutt;** leader, Ivax Syndicate (Hutt male)

**Walfrey Solanse;** crystal cluster merchant (Nothoiin male)

**Xiath;** adviser, Noble Court (human male)

**Yantuh the Hutt;** (Hutt) (Mentioned only)

**Zaul;** Captain, Galactic Empire (human male)

**Zepashi;** resident of Burnin Konn (Zabrak male)

**Zubain Ankonori;** Jedi; survivor of initial execution of Order 66 (Zabrak male)

## Crew Members



**2-1B Delta** (medical droid)

One of the millions of medical droids used throughout the Empire, 2-1B Delta worked throughout the military prison system and developed a severe distaste for the damage done to organic flesh by the Empire's weapons. Eventually he fled, taking on the Delta moniker to show he was more than just another worker drone in the system.



**AD-97R** (Imperial probe droid)

Reprogrammed by scavengers to seek pillage on Hoth, AD-97R has developed an odd quirk: extreme attachment to and fondness for its controllers.



**Alrrark** (Wookiee male)

Alrrark fought alongside King Grakchawwaa on Kashyyyk during the Clone Wars. When slavers tried to take him after the war, he fought his way to freedom and fled to the Outer Rim.



**Alyla Cylone** (Human female)

Alyla arrived with two other Rebel operatives shortly before the blockade went up. She says she's never been to the sector before, but her local knowledge belies the claim.



**Ambassador Viera Creel** (Human female)

Restricted to the Anoat sector and unable to send word of the blockade, Corellian Ambassador Creel continues to operate in the best interest of her home world.



**Arno Xan** (Abednedo male)

"Hah, my collection of Imperial armor grows! I convinced an entire Stormtrooper battalion I was their new commander! One day, I will have a set of armor from the Governor's Guard."



**B9-DT** (astromech droid)

An astromech with an ego, B9-DT thinks very highly of itself and its accomplishments. Whether they're exaggerated or not, the benefits of its contribution can't be denied.



**Baela Tiwosh** (Zabrak female)

Baela came to the Anoat sector with two other Rebel operatives shortly before the blockade went up. She won't talk about her true mission, but she's very good with guns.



**Bib'vena** (Twi'lek male)

Second generation freedom fighter, Bib'vena inherited his mother's sense of ethics and desire for freedom. Though good natured, he despises any form of slavery.



**Biyel Broan** (Sullustan male)

Once a leader in Sullust's anti-Imperial "Cobalt Laborers' Reformation Front," Biyel was forced out due to his associations with vile criminals. Still, he always ends up on top.



**BK-298** (Human female)

"Sleeper agent" doesn't cover BK-298's status—hypnotic suggestions ensure she believes she's a loyal stormtrooper and not a Rebel spy. But the truth still drives her.



**C4-ST** (protocol droid)

Watchful and observant, C4-ST reads sentients as well as it understands their languages; enabling it to skillfully negotiate any type of contract, agreement, or arrangement.



**Captain Fatulaine** (Human male)

Three days into his service overseeing the Chroman Labor Pits, Fatulaine began secretly freeing his charges. He has been countering Imperial atrocities ever since.



**Captain Plitht** (Nikto male)

Too crude even for the Trade League, Plitht is nonetheless one of the finest interference pilots around, able to perfectly position himself between enemies and allies.





**Captain Regmus** (Nothoiin male)

Once the captain of the Throneship “Honorbound” in the service of the Noble Court, Regmus lost his vessel to the Empire. He now seeks redemption for his disgrace.



**Chigo** (Rodian)

The bawdy, fiery Chigo ran black market goods to sector dissidents for years before being fully won over to the Rebel cause.



**Colonel Strulka** (Advoszse male)

“The Republic gave me medals. The Empire gave me opportunities. I did not realize I fought for wrong men until too late. Now tell me: how can I help?”



**Commander Mercos** (Human male)

An Alliance Special Forces technician who survived alone on Hoth for weeks after the Imperial invasion, Mercos is a soft-spoken figure of awe among the sector’s Rebels.



**Copper** (protocol droid)

As an experiment, Imperial technicians fit local area shield generators on a protocol droid, nicknamed Copper, to provide defense for ground troops. The experiment was abandoned.



**D8-40** (droid)

A lover of romantic literature and tragic holo stories, D8-40 is one of the most unusual safecrackers in the galaxy as well as one of the best. He claims to be many hundreds of years old but his love of storytelling puts everything he says in doubt.



**Daen Nark** (Zabrak female)

Matriarch of the Blacklip Pirate crew, utterly loyal to her people and totally ruthless. Trapped in this sector, she’s reluctantly accepted that she must make allies to survive.



**Daxxus** (Blarina)

“How did I talk my way out of the Imperial inspection of my cargo? Why, by simply describing the symptoms of my Anoat pox! The berry stains on my face may have helped, too.”



**Daynar Corsh** (Human male)

Gang leaders and crime lords call upon Daynar when they require his specialized talent for extracting information from difficult individuals.



**Den Handsome** (Human male)

The man who swears his real name is Den Handsome is one of the galaxy’s most prolific liars and one of its most accomplished thieves. Is Commander Bragh really wearing a backup set of Purge Trooper armor because Den stole the original while he was bathing? Den says so.



**Deng Tharand** (Human male)

An expert in munitions and demolitions, Deng possesses the unique ability to weaponize just about any combination of chemicals and materials.



**Detorkro Gaan** (Zabrak male)

“Sure. Been a pit fighter, a gladiator, pro fencer, champion of a Hutt arena...you name it, I’ve done it. So long as it involves waving metal at people and getting paid.”



**Doctor Idalsa** (Twi’lek female)

Idalsa’s approach to “industrial folk medicine” is unorthodox, albeit brilliant—she can render anything from fuel to carbonite to toxic sludge into useful medication.



**Dontin Clydno** (Human male)

A family man and diplomat, Dontin wants nothing more than to keep his wife and children safe. Not given to fear, he contributes his skills toward the effort to free the sector.



**Easy Xiukhan** (Zabrak female)

“You hear of the Bank of Aargau? The Falleen Emerald? The Lady Fate Casino? Look, I don’t like the word ‘mastermind,’ but I run a good crew.”



**Fbinti Fith** (Chadra-Fan female)

A retired Republic Senator, Fbinti sought to quietly build local resistance to the Empire early on. Anoat’s devastation shook her determination, but she fights again at last.



**Ganarho the Exile** (Wookiee male)

One of the few assassins in the sector with skills to rival the Kouhun, Ganarho stalks and smothers his victims. He spends none of his ill-gotten wealth, living in squalor.



**Gonky** (GNK power droid)

The GNK power droid series is a long standing, utilitarian group that are in high demand for inhospitable environments and moving command centers. Gonky is an unusually enthusiastic member of the series with a particular taste for combat situations.



**Gudder** (Ugnaught male)

This elderly Ugnaught once ran the Cloud City Dockworkers’ Union. It’s a much, much more dangerous job than you’d expect. Now he’s just keeping busy in retirement.



**Herin Calhuu** (Human male)

A former stormtrooper, Herin had once been on his way to becoming a commander. Just before he was to be promoted, he saw atrocities that rattled him deeply, and he deserted.



**Hika Ten** (Human female)

“Been hunting bounties since I was fifteen. My secret? Exotic explosives. Way more specialized than ion bombs. And no, I’ve never even burnt my fingertips.”



**Hillat Temple** (Human female)

First in her class and firstborn in a military family whose history of service stretched back thousands of years, Hillat turned against the Empire when she realized the only challenge left to her skills was if she could hunt and kill her fellow ace pilots.



**I'dreth** (Bith male)

A sniper in the Cargamalis Street Wars, I'dreth now travels the sector on a mission of vengeance only he understands. A compassionate heart lies beneath his cold demeanor.



**Igniter** (combat droid)

Running an Imperial combat program on an ancient Hutt chassis has made "Igniter" twitchy, to say the least. Somehow, that hasn't made the droid any less deadly.



**Ilyenno** (Mirialan male)

As the host at one of Cloud City's finest luxury resorts, Ilyenno knows everyone who matters in the Bespín system. He'll tell you all about it. For hours and hours.



**Jado Starstrider** (Nothoiin male)

Fiercely protective of his twin sister, Zenia, Jado eventually learned to trust the Seekers who rescued them from the fires on Nothoiin and adopted them both into their society.



**Jagraan** (Trandoshan male)

"True hunting is in the eye. Stare at prey. Make the prey cower. Know you can eat it alive. Victory without weapons...but only if you are stronger, yes?"



**Jake** (astromech droid)

It is a rare droid that enjoys a good prank. Jake lives for them. To sneak inside the mainframe of an enemy computer and replace vital maps and battle plans with holo footage of himself spinning around the room in a wig? That's a good time.



**Jenni** (Human female)

Jenni is a former Imperial assassin who found a new calling in life when she was saved by a Rebel fighter. Jenni now uses her deadly skills to protect the innocent.



**Joval Rykk** (Human male)

A ten-year veteran of the Stormtrooper Corps, Joval has no loyalty to his Empire or his comrades. Pay him well enough and he'll overlook anything you ask.



**Kaydera Kay** (Human female)

Crass and obnoxious, Kay would be a forgettable street criminal if it weren't for two things: Everyone owes her a favor, and she appears and disappears on a whim.



**Kespral** (Advozse male)

"The Kouhun? You've heard of them? Yes, I run errands for them, time to time. Pick up odds and ends. Not a member, no, but I'm confident they won't harm me. Ever."



**Kootaa** (Kubaz male)

One of the shrewdest salesmen in the sector, Kootaa is half con artist and half brilliant diplomat. He is passionately dedicated to equal rights for all species, the superiority of Kubaz cuisine and the belief that the Jedi were a fabrication dreamed up by the Empire as an excuse for extra security measures.



**Krel Noviip** (Shozer male)

Soft-spoken and shy, Krel's strength lies in his unwillingness to give up, a trait that kept him alive for nearly a week on Hoth before Seeker operatives found him.



**Kylia Strider** (Human female)

Despite being the daughter of an Imperial Commander, local rebels recruited Kylia when she was a teenager. Her father never suspected his pride and joy as a double-agent.



**Lekek Poost** (Mon Calamari male)

The shifty, fast-talking Lekek Poost can find and procure anything for a price. He always comes through just in the nick of time (and never earlier).



**Lieutenant Elayah Mordu** (Nothoiin female)

The only official hostage negotiator in the Beshin Wing Guard, Elayah is impeccably honest—too honest for her bosses. She’s started “freelancing” only reluctantly.



**Lillia Nahana** (Human female)

A master of disguise and subterfuge, Lillia gathers intel by hiding in plain sight. She could pose as an aide, or a servant; she’s the person no one notices until it’s too late.



**Lyssk** (Trandoshan male)

Lyssk’s number of jagannath points exceeds most others of his age. The Imperial blockade creates an obstacle, but he believes it is a test from the Scorekeeper.



**M2-D8** (astromech droid)

Originally built to operate in collapsed mining tunnels, M2-D8 was re-equipped for combat by a technician as clever as he was mean.



**Major Jaidra** (Human female)

“I am not your friend. I believe in the Empire. But the governor is mad and will kill us all to save his ego. My team can assist you—on our terms.”



**Mama Scope** (Mirialan female)

Whether operating as a sniper or a spotter, Mama Scope, as everyone knows her, is a formidable team leader and one of the longest-serving Rebels in the sector.



**Marn Kel** (Abednedo male)

Inspired by the righteous cause of the Seekers and driven by his compassion to help others, Marn Kel uses his expert piloting skills to extract operatives from harm's way.



**Meymik** (Chadra-Fan male)

Meymik claims he was once Jabba the Hutt's personal enforcer. He wasn't, but who wants to argue with a creature carrying twice his weight in grenades?



**M'nevvus Leep** (Bith male)

M'nevvus singlehandedly recruited three planets to the Rebel cause. The Empire has declared him dead eight times. But he keeps coming back.



**Ndizz** (Kubaz male)

Ndizz has twice tried to overthrow the Trade League's leadership, yet is utterly loyal to the group as a whole. His perverse, alien sense of humor may be involved.



**Noru** (Kyuzo male)

A fierce and noble warrior, Noru pushed himself to endure the Kouhun initiation trials so the Seekers would have someone on the inside to learn about the Kouhun society.



**Onurruka** (Wookiee male)

Onurruka's nonviolent resistance to the Empire's early edicts drew public attention to the oppression of the Wookiees. He spent two decades in an Imperial prison for his cause.



**"Pinprick"** (Imperial interrogation droid)

Rebels found and salvaged this interrogation droid from an inexplicable shipwreck. It does not speak. Its memories are encoded. And strange things happen wherever it goes.





**Queen of Vipers** (female)

No one person has ruined more wealthy Imperial businessbeings than the legendary Queen of Vipers. Publicly disavowed and privately adored, she is a hero to every young noble who feels that talking isn't enough. Though her heists have never resulted in a single death, she ranks among the Empire's most wanted criminals.



**R2-A6** (astromech droid)

Fearless and bold, R2-A6 never hesitates to get the job done. Whether it is a defense grid, ship system, or communications system, this astromech can operate it.



**R2-O3** (astromech droid)

One of the earliest droids made in the R2 series on Anoat, R2-O3 is a dirty, angry mess most of the time. Primarily used for most of his life as a demolitions droid, "Oh-Three" now charges into combat for the Uprising, whistling and beeping obscenities with no sense of decorum or self-preservation.



**Ra Sara** (Twi'lek male)

Growing up on the streets of Coruscant did nothing to diminish Ra Sara's zest for life. His childhood experiences turned him into the ultimate procurement specialist.



**Rikka Soto** (Human female)

After her Imperial officer parents were shot as traitors, Rikka went on a vandalization spree, getting herself arrested. During transport, the teenager escaped and vowed revenge.



**RN-18** (combat droid)

The pirate Fortombro hijacked a full shipment of Imperial mining droids. Only one survived reprogramming, but Fortombro now rents out the deadly RN-18 to customers.



**Rucca** (Ithorian male)

Quiet and unimposing, the great negotiator Rucca sits in rooms of powerful men and makes sure events transpire peacefully and according to his employers' wishes. His most guarded secret: the vast majority of his astronomically high fees go directly to charity.





**Rudy** (astromech droid)

The R2 unit known as Rudy demonstrates what one might describe as gleeful enjoyment of taking over systems and turning them against perceived enemies. Can droids have fun?



**RZ-4** (Hutt guard droid)

After disposing of a dozen failed security chiefs, the late Shizu the Hutt built his own. RZ-4 outlived his master, but remains loyal to Hutt ideals.



**Seer Ban'kosh** (Nikto male)

The cults of the Nikto are strange and secretive. Ban'kosh once led dozens of followers, but was trapped in the Anoat sector by the blockade during a “pilgrimage.”



**Sergeant Dazhda** (Rodian male)

After the Clone Wars, Dazhda swore to never use a blaster again...yet he couldn't ignore the Empire's evil. He's now one of the finest scouts in Anoat's Rebel Alliance.



**Shryo** (Abyssin male)

Within a species that can regenerate missing limbs and live to be three hundred years old, a warrior has to be particularly skilled to rise to the top. Shryo is that warrior. Single-minded, bloodthirsty and tactically brilliant he is horrible company but an amazing asset on the battlefield.



**Si Pebi** (Aqualish male)

Si Pebi made a fortune buying weapons from corrupt Imperials and selling them to gangsters. A deal gone bad left him creditless and itching for a fight.



**Sorka** (Artiodac female)

Sorka's great size and slow speech disguise her keen mind and kind heart. In her time with the Syndicate before joining the Seekers, she helped many people avoid Voras' wrath.



**Specialist Zheela** (Twi'lek female)

Zheela's ability to interface with droids isn't inhibited by her muteness. She's programmed her allies to respond to and obey hundreds of subtle gestures.



**STALKER-1** (combat droid)

The droid calling itself STALKER-1 spent years as a chromium mine sentry before developing a desire to actively hunt new enemies. This is why memory resets are important.



**T2-M8B** (astromech droid)

This haughty astromech operated Cloud City's defenses during multiple local conflicts over the past decades. Its interest is in a good fight more than a good cause.



**Tchaiko the Hand** (Nothoiin male)

Once a low-level functionary in the Noble Court, Tchaiko broke free of a stifling life to become a daring robber and raider who aided his old masters whether they wanted it or not.



**Tel'kap** (Chadra-Fan)

As a scholar with an interest in politics and economics, the jovial Chadra-Fan, Tel'kap, finds the Imperial blockade of the Anoat sector both fascinating and disturbing.



**The Cyber-Baron** (Human male)

"Oil ran through my family as thick as blood. We were inventors, machinists, tinkerers... Now only I am left to serve the Noble Court".



**The Mysterious Advisor** (Human female)

"No, I won't tell you who hired me. No, I won't carry a blaster. But I can show you every weak link in your organization and chink in your armor. Shall we begin?"



**The Red Brine** (Mon Calamari male)

The Red Brine is a one-man commando squad, eliminating foes with grim efficiency. The Ivax Syndicate has a tight hold on him, and he serves to the best of his ability.



**Tiona Madee** (Mirialan female)

Unusually bubbly, Tiona eagerly and skillfully provides data and information to her allies, as well as disables security systems and other defenses.



**Triz Bukk** (Zabrak female)

Triz steps in to resolve conflicts after others have failed, usually resulting in the loss of life. It is better to have her on your side than against you. Never anger her.



**Tryken** (Zabrak male)

In his day, Tryken was a bodyguard for half the politicians and criminals in the Sector at one point or another. For some reason, he never stays anywhere long.



**Ug'zok** (Ugnaught male)

A taciturn expert with personal energy shields, defensive barriers, security systems, and anti-personnel mines, Ug'zok works tirelessly to keep his allies safe and protected.



**Umonji "Overdrive" Quiero** (Human male)

Umonji made his reputation stealing speeders, pod racers, shuttlecraft, and anything else with an engine. Stealing vehicles under fire just makes it more fun.



**Vakk** (Gand male)

Gand Findsmen are rarely found in the Anoat sector and are highly prized for their tracking skills. Unusual even among the mystically minded Findsmen, Vakk is strictly non-violent. He uses his unusual gifts to track and discover but never to make the final apprehension or kill.



**Vontok** (Nothoiin male)

A demolitions expert and combat engineer, Vontok fears nothing, and he strides into a full firefight right beside his heavily armed and armored comrades.



**Vowail the Hunted** (Zabrak male)

The stoic Zabrak warrior arrived at a Rebel safe house one day and demanded a chance at service. “I must have redemption” is the only reason he has ever given.



**Warlord Throsk** (Gamorrean male)

Yes, Throsk has commanded the guard retinues of crime lords before. And yes, those crime lords all died. But only when Throsk was ready for them to die.



**Wudei Wadai** (Aqualish male)

Wudei arrived with two other Rebel operatives shortly before the blockade went up. What’s one of the Alliance’s best intelligence officers doing here?



**Xuvi Ruun** (Zabrak female)

Despite her fierce appearance, Xuvi Ruun exudes compassion and trustworthiness whenever she speaks to people. Her mission is to convince civilians to stand up to oppression.



**Yunnarha** (Twi'lek female)

A rising star within the Ivax Syndicate, the alluring Yunnarha demonstrates her skills at the negotiation table and has made the Syndicate a lot of money.



**Zenia Starstrider** (Nothoiin female)

Possessed with a streak of independence that frustrates her twin brother, Jado, Zenia finds no challenge too great. Telling her she can’t do something only gets her to try harder.

## Planets and Moons

### **Anoat**

Sector: Anoat sector

System: Anoat system

Once the capital of the Anoat sector and a magnificent sprawling city-world, the planet Anoat now stands as but a spectre of its former self. Years before the Battle of Yavin, something terrible happened. The whole of the world became toxic and poisonous, forcing much of the population to flee the polluted world. The unfortunates who did not escape became exposed to the toxic gases and over time, transformed into something else, something savage and feral. Today, most sane people avoid the world.

### **Bespin**

Sector: Anoat sector

System: Bespin system

A massive yet elegant man-made structure, Cloud City hovers among the clouds of the gas giant of Bespin. Gas mining colony, outpost, and popular tourist destination, Cloud City serves as home to nearly five million people, including miners, workers, tourists, and support staff. Formerly under control of Lando Calrissian, a council of business representatives now runs Cloud City.

### **Burnin Konn**

Sector: Anoat sector

System: Burnin Konn system

Considered one of the four Mining Worlds of the Anoat sector, centuries-long mining operations on Burnin Konn to harvest chromium and dolovite destroyed the world's indigenous plant life and created a nearly uninhabitable wasteland. In the central company town of Arcis, the population survives by living within the crags below the world's surface.

### **Hosra**

Sector: Anoat sector

System: Burnin Konn system

Once the home of an extinct noble family, Hosra is now little more than an agrarian planet. The fourth planet in the Burnin Konn system offers little in the way of strategic value. With no mineral wealth nor major sources of fuel, the planet garners little attention from the Empire or anyone else. Some believe members of the Noble Court still reside there in secret, but little evidence exists to support this theory.

### **Hoth**

Sector: Anoat sector

System: Hoth system

Though barely habitable, Hoth is a desolate world of extreme cold covered in ice and snow, making it inhospitable to most species. Until recently, it was the

location of the Rebellion's Echo Base. The Empire forces led by Darth Vader completely destroyed the base during the Battle of Hoth, an engagement that resulted in heavy Rebel casualties. With the Battle of Hoth still a fresh memory, scavengers scurry through the ruins of Echo Base and the surrounding frozen battlefield, which is littered with the wreckage of AT-ATs, snow speeders, shuttles, and other craft, hoping to make a few credits from off-world recyclers and collectors.

### **Jhas**

Sector: Anoat sector

System: Hoth system

One of two gas giants in the Hoth system, Jhas is home to some twenty-four moons. Pressure on the planet's surface causes it to shrink, leading to a conversion of gravitational energy into heat.

### **Jhas Krill**

Sector: Anoat sector

System: Hoth system, moon of Jhas

As a result of the heat from Jhas, its eleventh moon, Jhas Krill, has a warm and swampy jungle terrain capable of supporting life. However, it is difficult to establish lasting settlements there. Artificial structures tend to be consumed by the vegetation and soggy terrain, and it remains largely uninhabited by sentient life.

### **Mataou**

Sector: Anoat sector

System: Mataou system

Once ruled by Hutts, the hot desert world of Mataou sits on the edge of the Ivax Nebula. The world now primarily serves as home to farmers of the deadly ro hypa, a venomous tentacled snake-like creature with medicinal value. Criminal groups who prefer both secrecy and luxury have rebuilt some of the former Hutt-ruled settlements in the classical architectural Hutt-style.

### **Nar Hypa**

Sector: Anoat sector

System: Mataou system, moon of Mataou

A barren and desolate moon in orbit around Mataou, Nar Hypa once served as a Hutt-owned starport and trading hub. Now in possession of the Empire, the old Hutt facility has been repurposed to store cargo and goods confiscated from smugglers and outlaws.

### **Pujool**

Sector: Anoat sector

System: Anoat system

The sixth and most distant planet in the Anoat system, the gas giant Pujool attracts very little attention.

**Unidentified moon of Pujool**

Sector: Anoat sector

System: Anoat system, moon of Pujool

About five years ago, pirates attempted to set up a hideout on one of Pujool's six moons, but all of them disappeared without a trace. Today, superstitions about what happened to the pirates keeps others away.